

CS352 Project 5 (Concepts & Early Prototype)

Group Assignment

Recall that your mission is to design a substantial user interface, carefully and thoroughly following the methods and principles from CS 352. Guide your efforts by following the PRICPE process.

Concepts and early prototype #1 (PRICPE)

This part of the project presents several of your concepts and a low-fidelity prototype. You'll find a sample in the Resources section of the class web page.

Include the following:

- A very brief summary of the problem your system is addressing and what kind of users you're targeting.
- 2-4 of your concepts (1 sketch per concept)
- A sketched storyboard of the prototype of the concept you have decided to pursue. Illustrate the prototype with sketches, storyboard. Make the sketches cover (roughly) most of what your new UI is intended to support.
- For the design decisions you have made, include a written justification of each of your design decisions in the prototype. You can base some justifications on general usability principles, but the majority should be based on your particular population and your user Research.

How to turn it in:

- Combine everything in one PDF file or a webpage.
- Your concepts and early prototype will also be showcased at our class's Interactive Design Gallery #1, for brainstorming and feedback. See class Canvas page for more instructions.
- For the grader to understand your comments, and to simply check your progress you **MUST** submit a copy of your prototype with this assignment.

Notes on constraints on your concepts/prototypes:

- Do **not** artificially constrain your interface ideas to the way a previous system worked or things that you know how to implement easily. Instead, your design choices should be based solely on usability reasons. Should it be desktop/WIMP? Should it be Wearable? Should it be Tangible? Should it be in a Robot? Your concern is your users, not your developers! Remember to defend your decisions with Usability reasons. And remember to think about trade-offs: eg, the cost of a robot might not be feasible for on-line grocery shopping, so in this example you

might eliminate a robot-based interface for reasons of the user's purchase cost.

- Your UI does not have to be implemented in some other world/project/class. For example, if this work is associated with a project you're doing for another class or formwork, realize that this UI might not be viable for that project, or might have influences on that project but not transfer directly. Do not constrain your UI to be a "deliverable" that another project could drop into place and use.

How you will be graded: This prototype will be graded based on how well you addressed the details I asked you for (see above). This score will contribute a portion of your eventual grade for the prototype portion of the project.

Expected length: 2-4 concepts, a storyboard of a sketched prototype that roughly covers much of what the user is supposed to be able to do (about 8-15 sketches), and 1-2 pages of written material, most of which is justifications for the decisions you've made. It is fine for sketches to be hand-drawn, so feel free to scan in sketches instead of drawing them on a computer.

In your report **please provide a brief description of who participated** and how the work was shared. In particular include the name(s) of any group member(s) **who did not contribute to the work**. The grader will assign a different grade (usually a 0) for their lack of participation.

Grading Criteria

Total of 30 points

- 2 points: Description of problem.
- 4 points: At least 2 significantly different concept ideas.
- 14 points: Sketches include the majority of the interface.
- 10 points: Justifications for major design decisions.