A. Rationale for First Prototype: (42 points)
   1. Prototype Goals (5 points)
      __ States why it’s being developed (2)
      __ States what it will be used for (3)
   2. Prototype Classification (8 points)
      __ Includes horizontal or vertical (2)
      __ Includes level of fidelity (2)
      __ Indicates how realistic it looks (2)
      __ Indicates how realistic the interaction is (2)
   3. Prototype Approach (7 points)
      __ Includes one of the common approaches (2)
      __ Rationale is clear and logical (2)
      __ Approach is appropriate given goals and classification (3)
   4. Prototype Tools (6 points)
      __ Indicates choices – programming language(s), platform(s), software used, any physical objects such as markers and post-its, any experimenters used in Wizard-of-Oz, etc. (6)
   5. Prototype Functionality (9 points)
      __ Relates the prototype to the entire system, indicating which aspects are covered (3)
      __ Describes the tasks supported by the prototype, these should relate to activity design (2)
      __ Indicates how a user interacts with the prototype, this should relate to interaction design (2)
      __ Provides a screenshot or other diagram, this should relate to information design (2)
   6. Prototype Demonstration (7 points)
      __ Corresponds to stated approach (2)
      __ Corresponds to stated classification (2)
      __ Confirms functionality described exists (3)

B. Rationale for Second Prototype: (42 points)
   1. Prototype Goals (5 points)
      __ States why it’s being developed (2)
      __ States what it will be used for (3)
2. Prototype Classification (8 points)
   __ Includes horizontal or vertical (2)
   __ Includes level of fidelity (2)
   __ Indicates how realistic it looks (2)
   __ Indicates how realistic the interaction is (2)

3. Prototype Approach (7 points)
   __ Includes one of the common approaches (2)
   __ Rationale is clear and logical (2)
   __ Approach is appropriate given goals and classification (3)

4. Prototype Tools (6 points)
   __ Indicates choices – programming language(s), platform(s), software used, any physical objects such as markers and post-its, any experimenters used in Wizard-of-Oz, etc. (6)

5. Prototype Functionality (9 points)
   __ Relates the prototype to the entire system, indicating which aspects are covered (3)
   __ Describes the tasks supported by the prototype, these should relate to activity design (2)
   __ Indicates how a user interacts with the prototype, this should relate to interaction design (2)
   __ Provides a screenshot or other diagram, this should relate to information design (2)

6. Prototype Demonstration (7 points)
   __ Corresponds to stated approach (2)
   __ Corresponds to stated classification (2)
   __ Confirms functionality described exists (3)

C. Analysis of Tradeoffs: (12 points)
   __ Clear and concisely written (3)
   __ Indicates expected benefits of both (3)
   __ Reflects on other approaches considered (3)
   __ Indicates tradeoffs of prototyping approach (3)

D. __ Initial Thoughts about Evaluation (4 points)

Comments: