Design and prototyping II

CS4784: HCI Capstone Virginia Tech Instructor: Dr. Kurt Luther

Prototyping

- Vs. sketching
- Serial vs. parallel
- Low vs. high-fidelity
- Physical prototypes
- Wizard of Oz

List of UI prototyping tools

From sketches to "finished" design



From Traci Lepore

Sketching vs. prototyping



(UX Book)

Serial vs. parallel prototyping

• Which yields more effective, creative designs?

Serial prototyping or Parallel prototyping

From Dow et al., "Parallel prototyping...," ToCHI 2010



Low-fidelity prototypes

- A.k.a. "wireframes"
- Goals
 - Connect information architecture to visual design
 - Determine functionality of each UI
 - Prioritize space for content
 - Establish consistency and patterns
- Avoid
 - Colors, images, multiple fonts
- Be careful about showing these outside your team
- *UX Book* recommends paper for lo-fi prototypes



From Mara Behrens

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From Mara Behrens



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High-fidelity prototypes

- A.k.a. "mockups"
- Goals
 - Provide a representative (if limited) user experience
 - Develop visual design
 - Enable interaction and navigation
 - Allow for more realistic testing/feedback
- Materials (code, graphics, etc.) can often be reused during implementation
- Can mislead users/testers if too "perfect"



Please see our winners page for examples of some of the most inspiring environmental journalism in the West.

The Knight-Risser Prize is sponsored by the John S. Knight Journalism Fellowships and the Bill Lane Center for the American West at Stanford University, with support from the John S. and James L. Knight Foundation.

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BT @tomsplace: See where

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The annual Knight-Risser Prize Symposium seeks to forge active collaborative links between environmental research, education, journalism, and policy-making to enrich and support environmental journalism and make environmental research, scholarship and teaching relevant to the real world.

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The Knight Fellowships program annually brings 12 outstanding mid-career U.S. journalists and as many as nine journalists from other countries to study and work on innovative journalism at Stanford in a one-year program. More than 700 journalists have studied at Stanford under the program since it began in 1966. James Bettinger is director of the program. Dawn E. Garcia is deputy director. For more information, visit knight.stanford.edu.

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Tweets

bobcats in CA. Sonoma County tops the list: bit.lv/1cS6SIZ #USDA #wildlife 13 Retweeted by Knight-**Risser Prize**

Expand

Knight-Risser 21 Jan Prize @KnightRisser "Deadly Measures" - very pleased to have @mufferaw. @srustCIR, Ngoc Nguyen from @NewAmericaMedia and Jay Hamilton of Tweet to @KnightRisser

Coverage vs. fidelity



Physical prototypes

- Essential for designing systems with hardware components (mobile, kiosks, wearable...)
- Use cheap, flexible materials: cardboard, foamcore, wood, plastic
- Higher fidelity: more tangible, emotional, powerful experience
- "Executor" is distracting so consider scanning or photographing low-fidelity prototypes for mobile devices

Wizard of Oz

- Use (hidden) humans to imitate complex automated process
- Allows for testing and iterating on user experience before investing effort in technical innovation
- "Would people actually want this?" before "Can we do this?"
- Useful for hardware UIs, social software UIs, AI



Design patterns

- In architecture
- In software engineering
- In user interfaces

Avoid reinventing the wheel unless your killer app is a new kind of wheel.



Style guides

- Writing style guides
 - Virginia Tech
 - Wikipedia
 - Chicago Manual of Style
- Visual/interaction style guides
 - Google Web
 - Google Android
 - <u>Apple iOS</u>

Upcoming milestones

- Due Friday: Contextual inquiry, press release #3
- Contextual inquiry and analysis
 - Must interview at least 5 people
 - Deliverable: write-up of inquiry process, analysis, interaction requirements

Prototypes

- Due March 20
- Document your design process
- Need to see: ideation/brainstorming, sketches, lowfidelity prototypes
 - At least 5 very different approaches considered
 - At least 5 low-fidelity prototypes with multiple interactions
 - At least 1 med-fidelity prototype (for Go/No Go)
- Informal testing with at least 5 users
 - Can be crowdworkers
 - What did you learn?

Next class

- Crowdsourcing for prototyping
- Peer critique
- Continue working on contextual inquiry