

EXERCISES 6, Week 8

16, 17: Improving the Mockups

In the demos you received an informal feedback on your prototypes. This week you improve the mockups and consequently update the presentation rules and styleguide.

Concentrate on just one task this time; prepare a scenario and a situation you want to test with the interface. Create a separate screen for each step of the task. The prototypes have to be fleshed out enough to allow user for easy orientation, without extra comments from the designer: sketch the UI design to establish enough context for users to understand the navigation and task. Include some content; however, this is not the focus of this task. Build the mock-ups in screen size (e.g. A4 one screen), preferably, implement the design mockup in an HTML editor/Flash/vector graphics/VB or other rapid prototyping tool.

Document the process in the style guide. The styleguide has to provide enough information that a user-interface designer could build the interface and implement the functionality.

!! Important: Make hard-copies of your work. Take the copies of the documents, sketches and print-outs with you to the demo. Print your name on them!! They will be collected for evaluations after demo. In order to complete the exercise, you shall come to the demonstration and be ready to present and discuss your solutions. Contact Roman if something is unclear. Send an email with the style guide by midnight before the demos to Roman Bednarik (firstname.lastname@cs.joensuu.fi), subject: UE demo 6 and take part in the demos.

18: Come to the demo to present and test your prototypes. Have a certain scenario of use you want to test. For example, to discover how a user recovers from a wrongly selected option, what navigation s/he would use to complete a task, etc. For each step of the task you should have new screen or be able to modify the prototype to reflect changes (e.g. dialogs as paper clips).