HW11: Medium Fidelity Prototype
Due Wednesday 22 April 2020 at 4pm NYC time on Courseworks

What to turn in:

- A PDF including:
  - Your summary of the high-level design goals
  - Your design goals that you emailed to your TA and their feedback.
  - Short feedback on your video from your TA.
- A narrated video of your medium fidelity prototype. It must be between 30 sec and 3 min.

Based on the low-fi prototype you decided to continue with from HW10, you will continue to iterate at the next level of fidelity.

1. **Summary.** Start with a short summary of your high-level design goals.
   a. What is the name of your application?
      i. E.g. “Chess Strategy 101”
   b. Who is the target user? (It must be represented by at least half the people in your TA section)
      i. E.g. “Chess novices”
   c. What is the value it provides to that user in their life?
      i. Eg. “Teaching what it means to ‘control the center of the board’ - the basic strategy for how to win a game”
   d. Write down a lesson you learned from user feedback to support your design focus. This phrase should help serve as a guiding insight to keep you focused teaching something users are excited to learn, NOT what you think they ought to know.
      i. “Users already know the chess pieces and how they move (what I wanted to teach), but users were excited to learn more of the strategy to chess – how to win. They responded positively to learning what opening moves to use to ‘control the center of the board’”

2. **Design Iteration Goals.** What are your design goals for this medium-fidelity prototype?
   a. Are you doing a technical prototype (Flask) or a look-and-feel-prototype (Slides/Figma)
   b. What is the risky design element you will prototype this week?
      i. For technical prototype this is probably getting the overall navigation and quiz to function (but to totally punt graphic design)
      ii. For a look-and-feel prototype, this is probably to make a pixel-perfect mock-up of each screen.
   c. Email the answers to (a) and (b) to your TA and get feedback. Copy and paste that feedback into your write up.
3. **Prototype (Video).** Submit a video showing what you did this week. Narrate what you have accomplished so your TA knows how to interpret it.
   a. This video should be between 30 second and 3 minutes long. This is not the director’s cut of LotR. You don’t get points for length. It should be short and sweet.
   b. Be prepared to show this video during section.

4. **Evaluate.**
   a. Get feedback from your TA. Write down one thing they said that will help you continue to improve this prototype next week.
   b. If they don’t respond in time, at least include a screenshot of the email you sent them asking for feedback, even if you send it at 3:59pm on Wednesday afternoon 😊