

HW9: Iteration on Low-Fi Prototypes

Warm up due Friday at 11:59pm (grace period until 8am the following day)

Main due Wednesday at 1pm (or otherwise before your section starts) on Courseworks (no grace period – feedback will be given in class)

Note: if your TA feedback meetings are not Wednesdays 1-2:30, then you may have slightly different deadlines. Please turn in assignments according to instructions given by your TA.

Warm-up:

- **Individual.** For each prototype in HW8,
 - What was at least one positive piece of feedback from your TA.
 - What is at least one negative piece of feedback from your TA.
- **Group.** Which two prototypes will you continue to iterate on for this week.
 - For both prototypes what will you focus on iterating on?
 - Note: this cannot be the graphic design. It has to be something low-fidelity to relate to the overall coherence of the prototype and the ability for the user to complete the goal.

What to turn in:

- A PDF with the answers for each of the topics (one per group member)

Main Assignment

Complete your iterations and test each prototype on 2 people. Those two people cannot have seen your idea or prototype before. Thus, those people may be in the class, but they cannot be in your project group or in our TA section during the same meeting time (because they have all seen your previous prototype).

How many prototypes should my group improve and test?

- If you are in a group of 1, improve and test one. However, if your original idea was critically flawed, you might need to make a new prototype.
- If you are in a group of 2, each person should improve and test one. (for a total of two).
- If you are in a group of 3-4, the group should improve and test at least two prototypes. Each group member should pick a prototype to iterate on. Two group members can have separate iterations of the same prototype. (For example, a Group of four has 2 prototypes are interesting and two prototypes they want to abandon. For this assignment, Teammate 1 and 2 can each make an iteration on prototype 1, and Teams 3 and 4 can each make their own iteration on prototype 2).

For each low-fi prototype iteration,

1. **Individual.** Make substantial iterations to your prototype based on TA feedback. The prototype should still be low-fidelity. Don't worry about colors, layout, button sizes, etc. But do iterate on the aspects of the system that contribute to the core of the conceptual experiences – what media is used, what the quiz questions are, navigation through the system, visual information design, etc.
 - a. Implement your low-fi prototype iteration in a Google Slide deck. Share it with your TA and provide a link when you turn it in.
 - b. Include a PDF of your prototype
2. **Individual** For each user test the prototype, and make a slide that reports back:
 - a. Which team member facilitated the prototype (the person who introduced the prototype and advanced the slides as the user “clicked”)?
 - b. Which team member took notes? (this cannot be the same person as 2a.)
 - c. What was the name of the user?
 - d. Was the user able to complete the prototype?
 - e. If so, what was their score on the quiz?
 - f. What's something positive you learned from the prototype? Try to focus on the new features you iterated on.
 - g. What was one critical incident you learned about from the prototype? (a time the user was wrong, confused, or had to think very hard to figure something out).
3. **Group.** For each team member, what prototype do they prefer continuing to work on in this class. If you are a group of 1, reflect on whether you think the prototype you have is good enough to proceed with or whether it needs further iteration. Put this information on a slide.

Be prepared to present your prototypes and feedback during your TA section.

Note: After this week, you will have to choose which ideas to work on for the final project. If people in a group feel passionately about two (or more) different ideas, the group is allowed to split up. A group can also split up if people in the group have two different approaches to the same idea.

What to turn in:

1. A PDF of the slides for only your iterated prototype and user testing report (not your group's).
2. A link to those slides.
3. A PDF of the slide for #4. The group preference slide. (This can be the same for all group members).