

# Homework 13: Iteration on Computer Prototype

Due: Friday 4/26 @ 4pm on Courseworks

1. Restate the ideas you are working for as your final project.
  - a. Who is the person this will benefit?
  - b. What media will they interact with?
  - c. What interaction will they have?
  - d. What goal will they achieve? (This goal must be more than just searching data)
  - e. What will they see in order to know that their goal is achieved within the site?
2. Based on the feedback you have gotten on your computer prototype, pick the **3 features** that you need to iteration on to allow users to successfully complete the goal. These features should mostly be about functionality, not graphic design (although sometimes graphic design can affect functionality). For each of the three features, report the following:
  - a. What is the feature (or aspect) you want to iterate on?
  - b. Why is this essential to the user achieving their goal. (1-3 sentences is fine)
  - c. Take a screenshot of what it looks like in your Computer Prototype from HW12 (this is the “before” picture)
  - d. Take a screen shot of what it looks like after you fixed it (this is the “after picture”)
  - e. What did you change? (a short paragraph is fine)
3. Take a video of your new prototype in action. Show it completing the goal.

We will meet in group sessions during class time on Monday AND Wednesday.

In order to maximize the value of the feedback we can provide during group we suggest the following:

By Monday, have a plan of what three things you will improve, and get one of them done (or at least have a good start on it)

By Wednesday have 2 of the 3 done.

If you get stuck on something technical, we advise bringing it to office hours (or requesting a meeting) as soon as you can. Unfortunately, the time we have during group sessions isn't enough to debug code.