

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. E.g. *“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 😊