

## Fourth project milestone: Prototype

The goal of this milestone is to create a low-fidelity prototype, perform a cognitive walkthrough and a small user test on the prototype. Use your list of features from the previous milestone to flesh out the details needed for your prototype. You will write a report based on your findings.

### Things you need to do:

1. **Choose 3 features from the ideate milestone.**
2. **For each feature, choose 2 related tasks.**
3. **Develop a low-fidelity “paper” prototype for the 6 chosen tasks.** Your prototype should illustrate how your system would appear to the user.  
**Note:** You should not be concentrating on prettiness or completeness; rather, you are trying to show the overall interaction style and to indicate the scope of your system. Your prototype should contain the core views that illustrate how the system will work as a whole, with emphasis on the parts you are focusing on, including the interactions based upon the key tasks. The low-fi prototype does not need to capture every little detail, but it should capture the details that will dominate the experience of using it.
4. **Document your prototype using photos.** These photos should document the main components of your design, and show how the prototype supports your task examples and contains annotations and labels as appropriate to ensure that the demonstration is easy to understand.
5. **Evaluate your prototype using an Informal User Test.**
  - a. Design a simple user testing protocol
  - b. Recruit 3-6 representative participants to evaluate your low-fi prototype and validate your task examples.
  - c. Prepare a shortlist of the goals you have for the evaluation, a simple introduction script for how you will introduce the prototype to the users, the tasks that you will ask users to do, and the interview questions that you will ask users.  
**Note:** In terms of running the participants through your protocol, it is best to have at least two team members at each session. One for managing the session and the other for taking detailed notes. Collectively as a team, you should then summarize what you learned from the user testing, the strengths and weakness of your design, with the latter tagged according to how critical they are (show-stopper, major, minor).
6. **Write a report of no more than 5 pages.** The report should follow the specified template.
  1. **Prototype Description** – Identify the supported task examples, justify scope and major design decisions. (8 points)
  2. **Photos of Low Fidelity paper prototype of 3 features** – Justify that the prototype is appropriate in the scope of the problem as claimed in the prototype description. The photos should illustrate the main components of the design and show how the prototype supports task examples. (8 points)
  3. **User test report** – Briefly describe the protocol and what was learned about the strengths and weaknesses of the design. (8 points)
  4. **Team Members' Contribution** - Use a few sentences to describe what each member has done. (1 point)

**Total: 25 points**