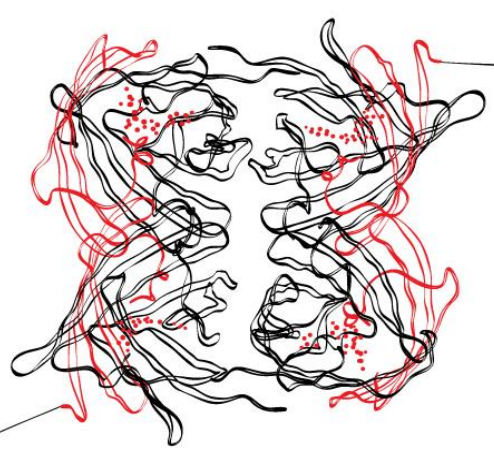
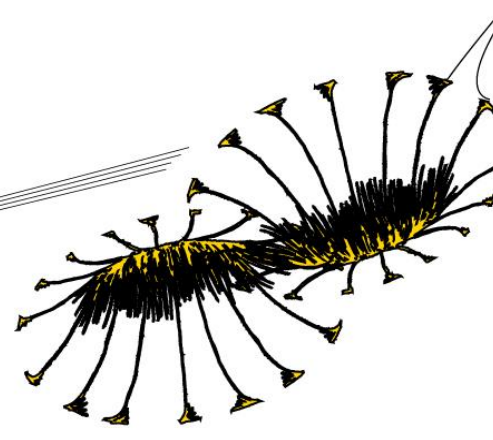


# HCI DESIGN & DESIGN

Assignments 2021 – Lo-fi Prototype

Module ID: 202001032  
Bachelor Technical Computer Science / Business & IT  
December 2021



## Goal

### Overall goal of lo-fi prototype

With your lo-fi prototype(s) you will be able to test the first response of the users with regard to 2 to 3 key interactions of the system. Key interactions are interactions with the key aspects or elements of your system that showcase the user experience while use your assistant in the intended practice. You can argue that installing an app, registering or logging in to a system are key interactions, because without them there is no system to be used. In this assignment, however, we consider them as a given fact; instead, we focus on the actual use of the system by the user to help or support them in the context of use. For this, you will use a mock-up version of your system. You will use (digital/paper) prototyping tools to develop your lo-fi prototype.

### Evaluation

The mock-up version of the system will be evaluated with other groups during the tutorial. During this evaluation you test how the user responds to your mock-up and evaluate the key user interactions that take place. For the evaluation test of your lo-fi prototype you have to design an **interaction scenario** (= a description of a person's interaction with a system) that shows what you are going to test, and a **research question** that you can answer after the test. You will evaluate the lo-fi prototype with (at least) N students, where N is the number of students in your group.

### Objectives

Designing and implementation of lo-fi prototype (or mock-up) of the user interface or user interaction with the system. The technical implementation level is low (paper/digital prototype or clickable UIs). Intelligence of the mock-up is wizarded (no technical implementation), and members of your group may act as part of the system (play out parts of the interactions/intelligence, Wizard of Oz techniques).

The prototype enables the interaction of the participants with key aspects of the system (it is ok if this is not in real-time). The prototype presents the basics for the look and feel (e.g. wireframes) of key aspects of the system. Make sure you keep your selected values in mind in the design. Degree of technical implementation is low. Remember it should be 'cheap' to throw away your lo-fi prototype. You can test different versions of your system (multiple prototypes with different UIs) for the same key interactions. It is also possible to tweak or modify the prototype during the tutorial, if needed. In that case, make sure to document these modifications and the reasons you made them in the report.

### What to deliver

A report that presents and explain (with your name and group number on it! Thank you :)):

- The interaction scenario(s) that shows what you are going to test.
- The design of your lo-fi prototype and the interaction with the key aspects of the system. Add pictures or sketches of your lo-fi prototype.
  - Explanation and argumentation of the interaction design and integration of values in the lo-fi prototype
- The setup for the evaluation study, what is the procedure, tasks, roles in the team.
- The research question(s) for the evaluation test.
  - At least one sub question about the interaction key aspects
  - At least one sub question about the implementation of the selected values
- Notes and observations of the user test.
- Results and conclusions (the answer to your research question(s), how this will influence your concept/hi-fi prototype, etc.)

### Peer-review

The feedback from the peer-reviews are given by students who do an alternative assignment for the project. If you have questions or doubts on the reviews, please contact your tutorial leader to discuss the review.

Area	Comments
The design of your lo-fi prototype and the interaction with key aspect of the system.	
The interaction scenario of the key aspects that shows what you are going to test.	
The research questions for the evaluation test.	
The setup of the evaluation, the procedure during the evaluation, the different roles of in the team is clearly described.	
Results - Notes and observations of the user test.	
Conclusion, what will be the impact on your concept	