INFO3315 Human Computer Interaction

Worksheet Week 7 – Prototyping

In this tutorial you will be working on your projects and will need to **sketch a wireflow** of your interface. To achieve this goal, you will need to do the following:

1. Perform **object-operation analysis** by listing out all concepts of the target domain that is relevant to the application.
2. Create a **conceptual model** of your solution. For this, you will need to:
    a. Identify **interaction types** that you would like users of your system to use when interacting with it:
        i. Instructing
        ii. Conversing
        iii. Manipulating
        iv. Exploring
        v. Responding
    b. Identify **interface metaphors** that you would like to use for your system.
    c. Identify **interface types** that you would use for your system
    d. Based on the requirements that you have gathered, create **a list of functions** that **must** be included in your application.
        i. For each function, determine the task allocation between human (user) and system i.e. which functions are under the system's control? Which functions are under the user's control?
        ii. Identify functions that are related and explain their relationship by either creating an appropriate label to categorize the functions and/or presenting the order/sequence of its relationship.
        iii. Identify information that needs to be available in the application.
3. Draw a **storyboard** to illustrate the events that lead up to the usage of the proposed application by a typical user
4. **Sketch wireframes** of your system's interface. Iterate accordingly until the interaction flow between screens is well-connected. You should have a **wireflow diagram** of your application by the end of the tutorial.
5. Present your **storyboard** and **wireframes** to another group and collect feedback.
6. Give feedback to another group on their storyboard and **wireframes** sketches.