Three Design Sketches & Video Prototype (Group)

Due: Tuesday, October 28, 2008

Overview

The goal of this assignment is to learn how to brainstorm on design ideas and turn these ideas into a video prototype. This assignment will help you to learn how to both ideate and better present your design ideas and the *context* of your project to an audience outside of your immediate team.

Requirements

Design Sketches

1. Based on your task analysis, **storyboard** three *very different* user interface designs for your project. The entire interface does not need to be fleshed out, but a few key screens should be there (e.g., 3-5 for each of the three design ideas) as well as the key transitions between them (i.e., arrows showing relationships between interaction on one screen and movement to another screen or change in state of the 1st screen). These should be **rough sketches**.
2. Pick the best of the three design ideas for continued design. Please explain this proposed interface by **describing it** in text (reference the sketches). Please give any **reasoning for your choice** from data, platform constraints, or simply design reasoning/intuition
3. Given your easy, moderate, and difficult tasks from the previous assignment, develop a **scenario** for each, for a total of **three**, that describes *how* they will be performed using your proposed user interface. If we gave you feedback in class, office hours, or in the grading of the last assignment on changing your tasks, please do so before creating these scenarios.

Video Prototype

4. You will create a **video prototype illustrating each of the three scenarios** using your proposed interface. Make sure to set up the story at the start of your video rather than just showing the UI interactions (though the finished videos should show both). Refer to the MacKay videos, examples from previous classes, and readings for more information on how to create a video prototype. We can loan you a low cost camera if you do not have access to one (please email James and Kate early).

Deliverables

Video

Create a **new web page** that has links to each of the three video scenarios you created. Make sure the videos are copied to the class web directory. Put a link to this new web page on your project home page.

CSE440 Autumn 2008 web site
http://www.cs.washington.edu/cse440

Report

You will submit **two (2)** copies of a printed essay of *no more than* **5 pages** of text in class (12 pt. Times font or equivalent). You must also **put a copy of the essay on your project web page**. Your essay should follow the outline below and will be graded using the guidelines on the next page. Remember, figures do not count in the page count.

1. Each team member's **name, role,** and a **URL** to an online copy of this essay.
2. Problem and Solution Overview (short, 1 paragraph)
3. Storyboards for 3 interface designs (as many pages as needed)
4. Selected Interface Design (2 pages)
   - Which design & reasoning for choice
   - Functionality summary (*what* you can do with it)
   - User interface description (*how* you use it – reference sketches & add more if needed)
5. Three (3) Scenarios of example tasks (1 page)
6. Video Prototype Description (1 page)
   - How did you make it?
   - Any interesting new techniques you came up with?
   - What was difficult?
   - What worked well?

Writing Guidelines / Grading Criteria

Problem and solution overview & overall writing quality (10 pts)

This overview should be a concise statement of the problem you are tackling and a brief synopsis of your proposed solution. Check your essay for grammar errors and make sure it is easy to read. First and foremost this means making sure your writing is clear and concise. This also means using bolded section headings, liberally adding whitespace, and including images in the body of the write-up with appropriate figure numbers and captions. Refer to the figures (e.g., "(see Figure 2)") in the body of your text.

Storyboards (15 pts)

We are looking for three different interface designs that seem plausible, but that each take a very different approach. We will be grading on the quality and diversity of these ideas, as well as on the execution (sketches are rough, arrows showing transitions are clear, and that there are enough screens for each to get the idea across).

Selected interface design (20 pts)

We want to have a good understanding of the interface you have chosen to detail further and your rationale for choosing it. Why did you choose it? Any reasoning from data or constraints of the target platform? Given this idea, we need a good description of what it is. This section should clearly indicate the *functionality* of your artifact and what the *user interface* will be like (described and sketched – explicitly reference the figures in your text). What can you do with it? How do you use it? Add more sketches if necessary and annotate them in a different color if that helps us to understand these questions.

Scenarios (15 pts)

We want to see that you know how to turn tasks into written scenarios by adding the proper references to the use of a particular interface. Scenarios **include the steps** customers will go through to accomplish the task. Your scenarios do not have to detail every little step, but they should be dependent on the design you have chosen. You will be graded on how realistic your scenarios are, if they show a proper balance with respect to reference to the interface, and how well they are written to communicate how a user will accomplish the task.

Video prototype (40 pts)

You will be graded on how well your video illustrates each of the scenarios and gives a flavor for your interface idea and how it will be used. You will also be graded on whether the video properly shows the context of how the interface will be used (the back story). Finally, we will grade you on the description of how you made the video and the critique (positive/negative) of the technique.

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