

## Project Milestone 2: Low-fidelity Prototype Deliverable

The goal of this milestone is to create the low-fidelity prototype for your project.

At this point, you should have created a paper prototype for your project, and conducted qualitative evaluation studies with 2-5 target users. In this milestone, you will reflect on the design decisions you have made for your paper prototype, analyze the data you have obtained from your qualitative evaluation studies, and improve your prototype based on the feedback you get.

You are asked to submit a report including:

- **Prototype description:**
  - i) Identify the list of features included in your paper prototype or the list of user tasks that your paper prototype supports; the “paper prototype” refers to the version you have used for the qualitative evaluation studies.
  - ii) Explain why you end up deciding to include these features / deciding to support these tasks. In particular, describe how the insights you have obtained during your needfinding activities have informed your design choice when creating the paper prototype.
- **Slide deck containing photos of the paper prototype:**
  - i) Put the version of paper prototype you have used for the qualitative evaluation studies into a slide deck (this can be on its own file in addition to the written report). *Show only one screen on each slide*. On each slide, add annotations as necessary (e.g., what would happen when clicking on different buttons on a screen) to help the readers understand your interface.
  - ii) Provide a few examples of user tasks that the paper prototype supports by specifying the sequence of screens that a user would interact with in order to get the tasks done.
  - iii) Describe how did you take human factors into consideration when creating this paper prototype (e.g., what did you do to ensure the designers’ conceptual models and the users’ mental models match? Did you take humans’ perceptual, cognition, and motor abilities into consideration when creating the prototype, and how?).
- **Affinity diagram of feedback obtained from qualitative evaluation studies:**
  - i) Analyze the notes of your qualitative evaluation studies as a team, and create a single affinity diagram. Include a screenshot of the affinity diagram in the report.
  - ii) Provide explanations on what are the key themes that you have identified from the data (e.g., what are some major issues that users have experienced with your paper prototype?).
- **Improved version of paper prototype:**
  - i) Given the feedback you have obtained from the qualitative evaluation studies, improve your paper prototype to address users’ comments. Include in the report the changes you’ve made on your paper prototype after getting feedback from target users in evaluation studies (e.g., the screens before vs. after change).
  - ii) For each of the changes you’ve made, justify what user comments it address, and how.