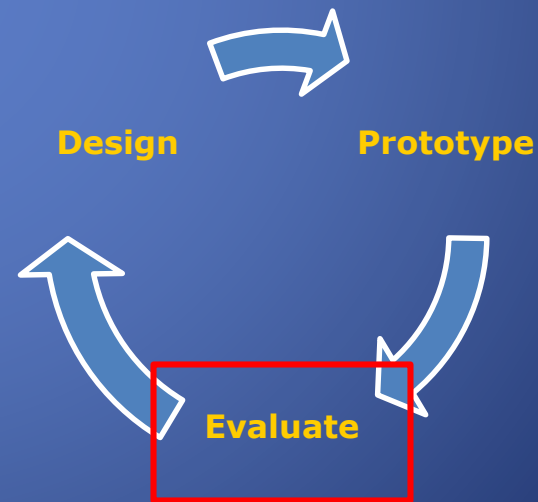


CS468 – Project Stage 4

Low Fidelity Test

Overview

- User Analysis
- Task Analysis, Domain Analysis
- UI Design Process
- Low Fidelity Test



Different Kinds of Prototypes

- ***Low-fidelity prototypes***: prepared with a paper or UI design tool (e.g.: Balzamiq)
- ***High-fidelity prototypes***: implemented on the target platform... not fully functional, but destined to be incorporated into the final product

Why Lo-Fi Prototypes?

- Uses a **medium** which is unlike the final medium, e.g. paper, cardboard.
- Allow us to quickly get **feedback** from users, cheaply and easily change the **design** and quickly **iterate**.



How to proceed Lo-Fi Tests?

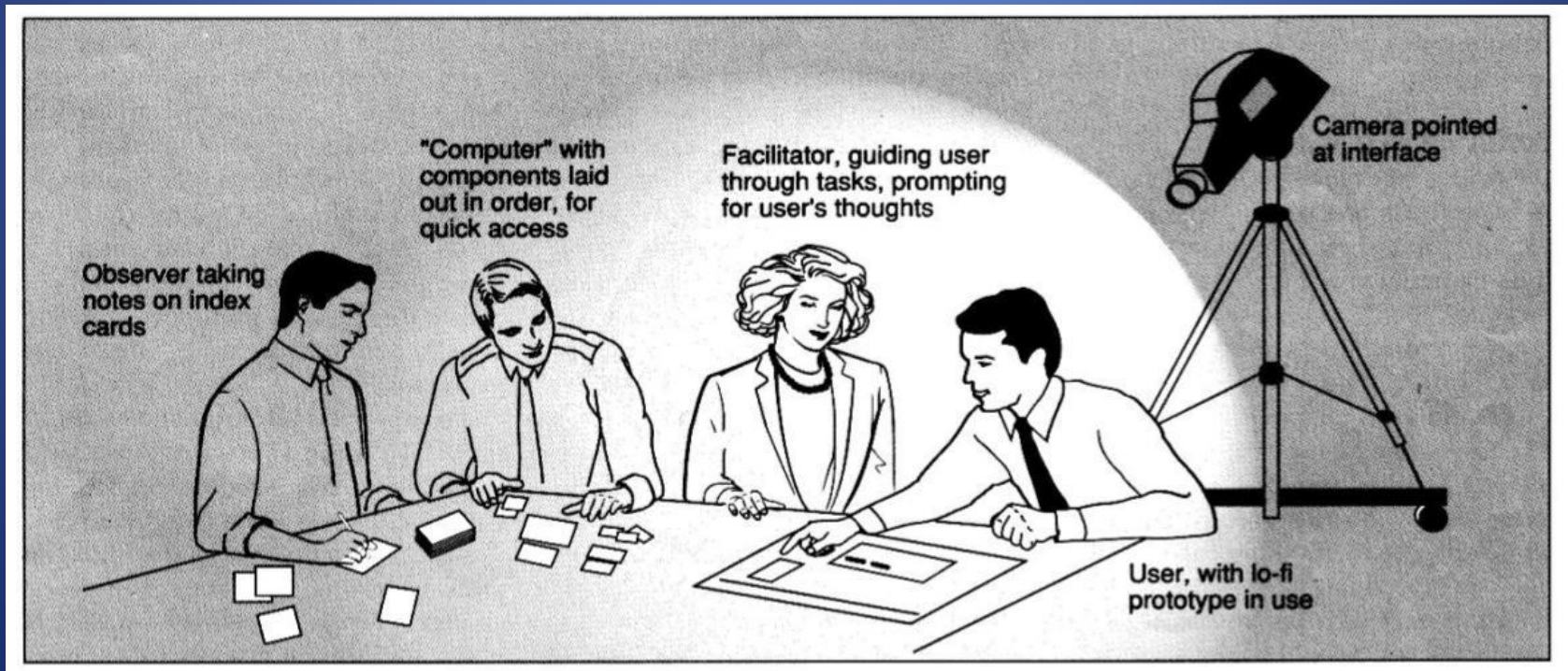
- **Select** your users, **prepare** task scenarios and prototypes
- Let the user interface speak for itself and see if the user can do the **task scenarios** by himself without having difficulty.
- **Pretend** to be the computer while a user tries to perform the task scenario with your **prototype**.
- If the user misunderstands the user interface, then **take notes** on the spot and **fix it** on next iteration.
 - **Principle**: the user is always right (in prototyping) 😊
 - Use a **questionnaire** to learn the users's satisfaction

How to proceed Lo-Fi Tests?

facilitator – only team member who speaks

computer – knows application logic & controls it

observers – take notes & recommendations



PS4 - Requirements

- Define **4 risky tasks** with scenarios for the test.
- Apply Lo-fi test to **3 people**.
- **Each participant** should perform these risky tasks.

- **During Tests**
 - Take notes for **findings**
 - Make **a survey (questionnaire)** for each user
 - Record **a video** of the test for one participant.

PS4 Report - Content

- **Preperation** – Preperation of the Lo-fi test
 - Introduce briefly your participants
 - Explain your task scenarios
- **Low Fidelity Tests**
 - Task 1, ..., Task 4 for each participant
 - Survey (Questionnaire) for each user.
- **Evaluation**
 - General feedbacks from users
 - Your findings and evaluations

PS4 Report - Content

- **Low Fidelity Tests**

- Test #

- Participant #: name of the participant
 - Give name of Computer, Facilitator, observer
 - Task 1: Name of the task
 - Write notes and user feedbacks taken during the test for this task.
 - Task 2: Name of the task
 -
 - Survey for the participant. (at least 10 questions)

Submission

Deadline : **24.03.2013**

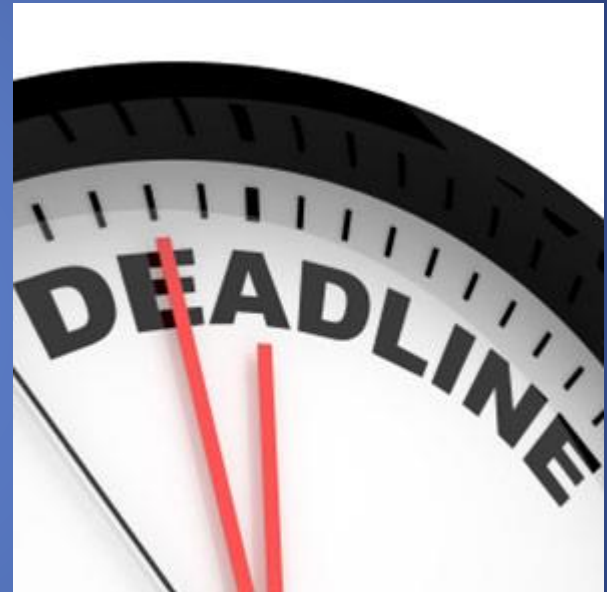
- Upload pdf (**report**) to the website:

- GP_X_PS4.pdf

- **video:**

- GP_X_PS4.[avi, etc]

- Send videos with **Dropbox or Google Drive link**



Questions?

