

Design Brief IV: Interaction and Visual Framework

Objectives

Develop an interactive prototype of your app. Learn to use prototyping tools such as FluidUI or Basalmiq.

Practical information

We recommend FluidUI and Basalmiq for developing and prototyping your interactive systems. FluidUI charges a small fee (\$8.25/month) for up to 5 active projects for a single user, while Basalmiq is free up to a month. The downside of Basalmiq is that you have to develop additional high fidelity visual framework once you are done with the interaction framework. You are also allowed to use a tool you know.

1. Define the form factor, posture, and input methods What is the form factor, posture, and input methods of your interaction framework? Please define them with a brief explanation. Do not exceed 1 page.	10%
2. Prototyping Frame by frame, develop the prototype of your app. The flow and scope should follow your context scenario. This prototype should include screen design and its navigational structure, and all user-system interaction elements (click, checkbox, slider, swipe, etc). This prototype should also demonstrate your knowledge of visual design (e.g., color harmony, space, alignment, grouping, structure, organisation, visual hierarchy etc.)	70%
3. Design principles Please provide <i>one</i> example in your prototype that demonstrates your application of each of the following design principles. Prepare this part in the form of a report. Do not exceed 2 pages. Provide clear visibility of user actions in the UI • Design constraints to offer visual mapping between tasks and controls (the stove example) • Provide meaningful feedback to ease evaluation • Help users accomplish their tasks by breaking down a big problem into smaller pieces (piece-wise problem solving) • Store temporary results • Help users finish their tasks by providing task closure • Congratulate the user • Allow errors (provide preemptive exists) • Provide clear exit marks	20%
4. Design review meeting On the 13th week, there is an option for you to discuss your prototypes with us and clarify some remaining questions before the final prototype is due. Details will come.	0%
Total	100%



Submission

Please submit a report addressing items 1 and 3 in the above table, and a link to your prototype (or an equivalent so that we can evaluate your system) on the due date.