HCI Week 3: Mock Ups and Storyboards

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Part of slidedeck inspired by Dr Kami Vaniea

Overview

1. Sketches, Wireframes, Mockups and Prototypes

1. Fast Feedback methods

1. Activity

Coursework 1

You will work in teams of 3 or 4 to create a more usable version of a course. You will be using the content from an existing course to create an improved design of both Learn, Open Course, and the course content presentation. Your redesign forms the basis for CW2 and CW3, as you will then evaluate and improve other group's designs.

Due: Week 3 - October 4 12:00pm (noon)

-Only one student per team will need to submit the report

-If you still don't have a group, please contact Tarini Saka to be assigned to one

Formative

CW1 report template and instructions available

Coursework 1 Steps

Step 1: Find a team and register on Learn (due Wednesday September 25)

Step 2: Background research - reflect on your own experiences, Learn Foundation Project, interview other students (activity on Friday)

Step 3: Select a course to improve

Step 4: Pick a student persona

Step 5: Define the problem - discuss what your group feel are the most interesting or serious issues that students are facing, consider your persona

Step 6: Possible tasks - use the problems you would like to solve to create a task to test your new design

Step 7: Design iteration and mock-up the design

Step 8: Write the report

Step 7: Design iteration and mock-up the design

Take an existing Informatics course and create an improved mock-up of it that lecturers could use as an example when putting their own courses onto Learn and/or Open Course. Your focus should be on the structure and layout of information, rather than the information itself, so you are free to use the existing course material or even just placeholder text. The main goal is to create a new design that would be easy for a School of Informatics student to use.

Requirements:

- A way to switch between courses, best to do so on Learn.
- Course summary information (title, school acronym, level, points, normal year taken, delivery period, exam/work weighting, exam diet, course code, and learning outcomes).
- A course schedule or some other way to view the activities in the course. Information should be provided about when they happen and how to access any content needed to complete them. Activities might include things like lectures, tutorials and labs.
- One other key course aspect of your group's choice. Possible examples include: a way to view marks, full description of a coursework, a quiz interface, coursework submission interface, or lecture recordings. You can also identify another key course aspect.
- At least three weeks of course content must be visible in the design.

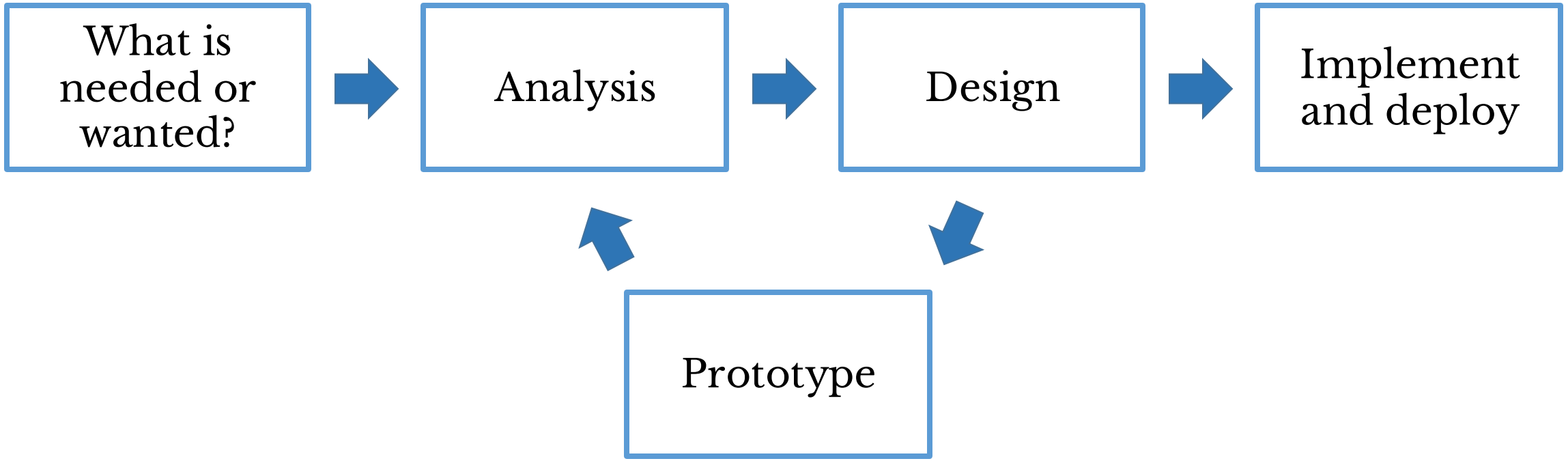
Step 7: Design iteration and mock-up the design

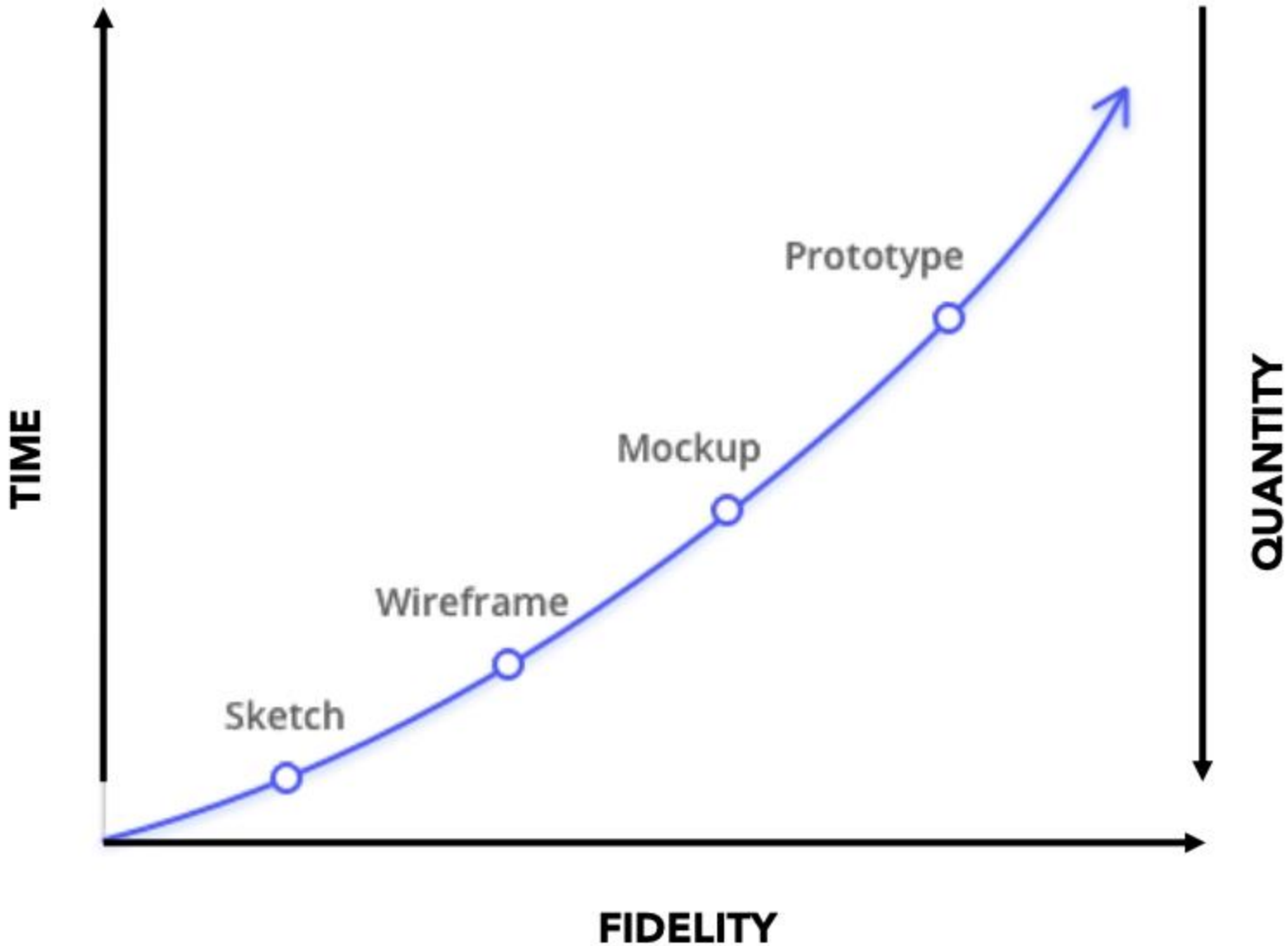
- Now that you understand what tasks you are trying to support and who it is you are designing for, you can start to think about potential design solutions.
- Designing is iterative and you will create multiple design ideas, show them to other people, get feedback and then iterate on those designs.
- Start with sketches, get feedback and then mock-up the design in Figma.

Step 8: Write the Report

Sketches, Wireframes, Mockups and Prototypes

Design Process




TIME
QUANTITY
Prototype
Mockup
Wireframe
Sketch
FIDELITY

Sketches

- **When to use:**
  - Exploring initial ideas and quickly iterating these
  - Playing around with basic components
  - Creating together as part of a design team
- **Things to consider:**
  - Will typically be paper based but could be done on a whiteboard visible to a whole team, rarely done digitally from the start
  - Having a specific set of user goals and tasks in mind is very helpful - even in this very early stage of design
  - They do not need to be beautiful!
  - You will discard many ideas, but that is the point

Fast Feedback methodologies enable researchers to quickly get lots of feedback and ideas from people quickly and efficiently

Fast Feedback Approaches

- Card sorting
- Storyboards
- The human computer
- Sketches/Paper prototyping
- Scenarios
- Use cases
- Wizard of Oz

Card Sorting

- Take several ideas, concepts, or things and put them on cards. Ask the participant to sort the cards as a way of understanding how they group concepts.
- Helps you understand how people put things into groups naturally.
- **Pros:**
  - Easy to explain to users and easy to run
  - Outcomes shows how participants think about concepts
- **Cons:**
  - Only works if you already know what the ‘things’ are you want grouped
  - Limited to things that make sense when grouped or laid out spatially

The Human Computer

- Formalised method of doing Paper Prototype testing
- One person is the “computer” and moves the paper prototypes around in response to the participant’s actions
- One person is the “facilitator” who is in charge of making sure the study runs smoothly
- **When to use:**
  - When you need a more formal or in-depth feedback than just showing someone your designs

The Human Computer

Usability test with paper prototype
https://youtu.be/yafaGNFu8Eg

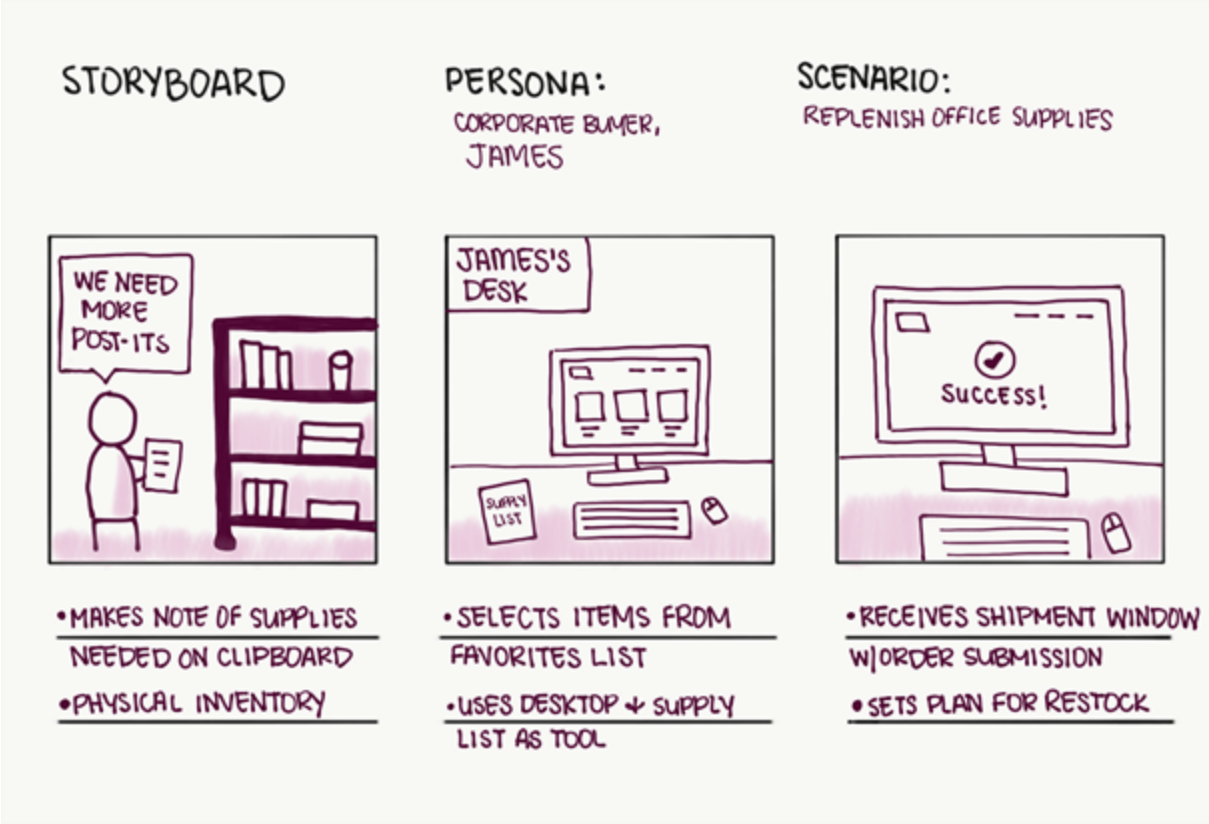
Storyboards

- Series of sketches showing how a user might interact with the technology or progress through a task
- Often used with a scenario to bring in more detail and context
- **Pros:**
  - Simple to design by yourself
  - Makes you think through the process of how something will be used and identify needed features
  - Useful for communicating ideas
- **Cons:**
  - Rough sketches, not everything can go in
  - Limited in scope impractical to use on a whole project

Storyboards

Components of a Storyboard:

- A scenario or user story
- Visuals: each step is represented visually
- Corresponding captions for each visual



https://www.nngroup.com/articles/storyboards-visualize-ideas/

Activity

1. In your CW1 groups, review the problem you have defined and look at your persona. (5min)
2. Go through the tasks and pick one
3. What are the steps that are required to accomplish the task? Which screens would the user pass? (5min)
4. As a group, create a storyboard for the steps and the screens (15min)
5. Share with another group and talk about how you would improve the designs (15min)

Any questions?

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