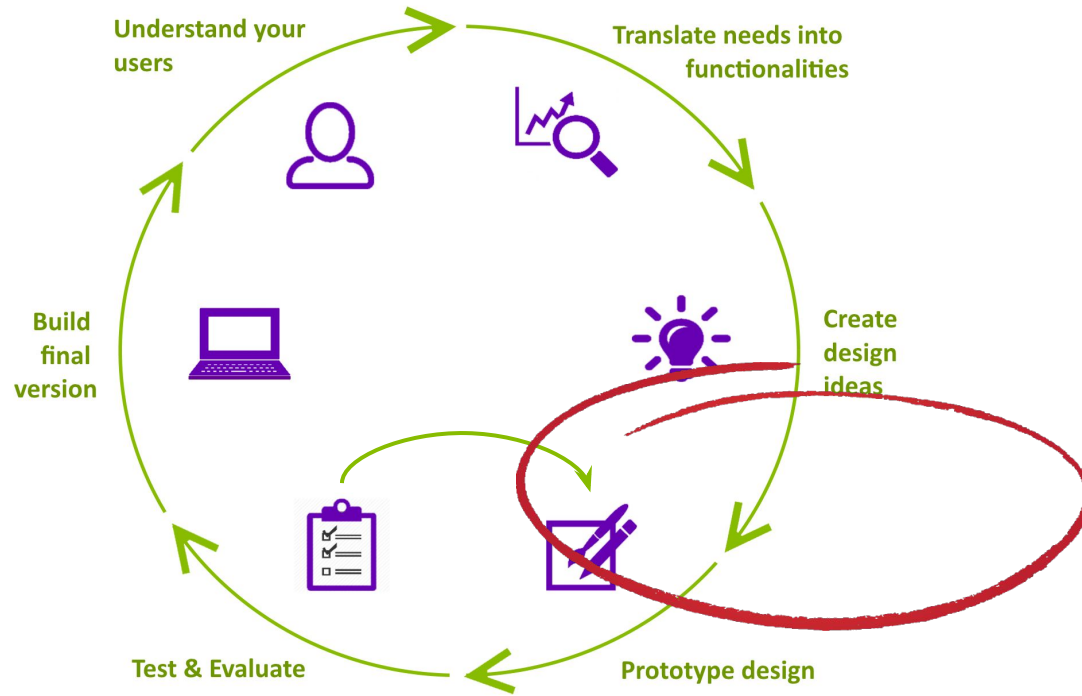


CS449/649: Human-Computer Interaction

Winter 2018

Lecture IX

Anastasia Kuzminykh





Create Design Ideas



Prototype Design

Site/App Flows

The **path** a user follows through an application. Does not have to be linear, can branch out

Goal - to optimize users ability to accomplish a task with the least amount of steps. Communicates transitions

What pages/screens are **needed**

Which pages/screens should **link** to each other

Help to design a **navigation experience**

User Flows

Microinteractions and **responses** to user's actions and errors

Help to analyze the **efficiency** of a task

Often attached to **personas**



Create Design Ideas



Prototype Design

Information Architecture - structural design
of shared information environments

Richard Saul Wurman

**Users flow through
your product**

**Catalog user's
information**

**Presentation of the
information**

**Decision driving
function**



Create Design Ideas

Prototype Design

Knowledge Organisation

Taxonomy

Folksonomy

**Domain Analytics
Approach**



Create Design Ideas

Prototype Design

Knowledge Organisation

Taxonomy

Folksonomy

Domain Analytics Approach

Practice of classification based on hierarchical relationship.

Parent-child hierarchies



Create Design Ideas

Prototype Design

Knowledge Organisation

Taxonomy

Practice of classification based on hierarchical relationship.

Parent-child hierarchies

Folksonomy

Practice of classification based on non-hierarchical relationship.

Public tags and their frequencies

Domain Analytics Approach



Create Design Ideas

Prototype Design

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Parent-child hierarchies

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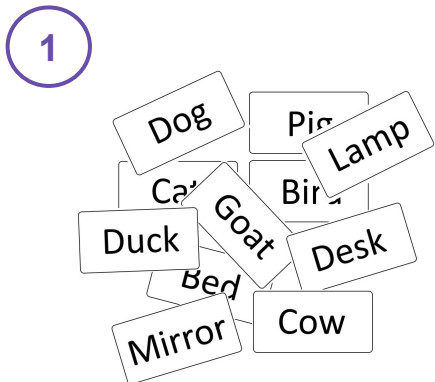
Public tags and their frequencies

Domain Analytics Approach

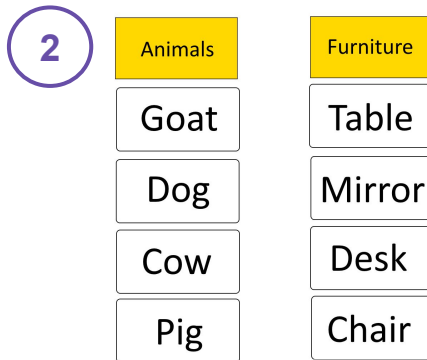
Practice of classification based on sociological - epistemological view.

Indexing to fulfill a task by specific group

Closed Card Sort:

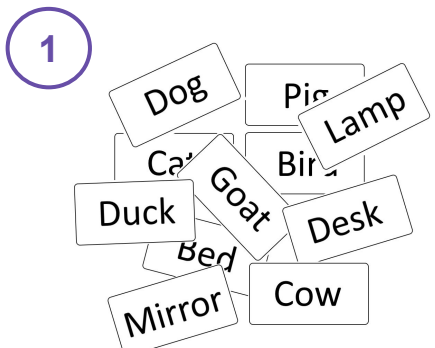


Participants get a stack of cards

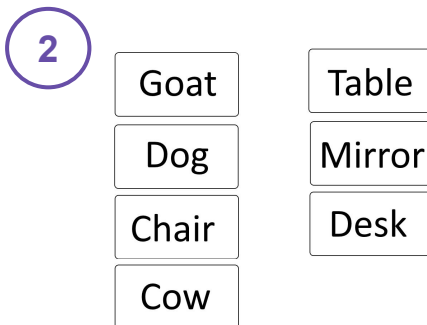


Participants sort cards into groups the researchers created

Open Card Sort:



Participants get a stack of cards



Participants sort cards into groups



Participants label groups



Create Design Ideas

Prototype Design

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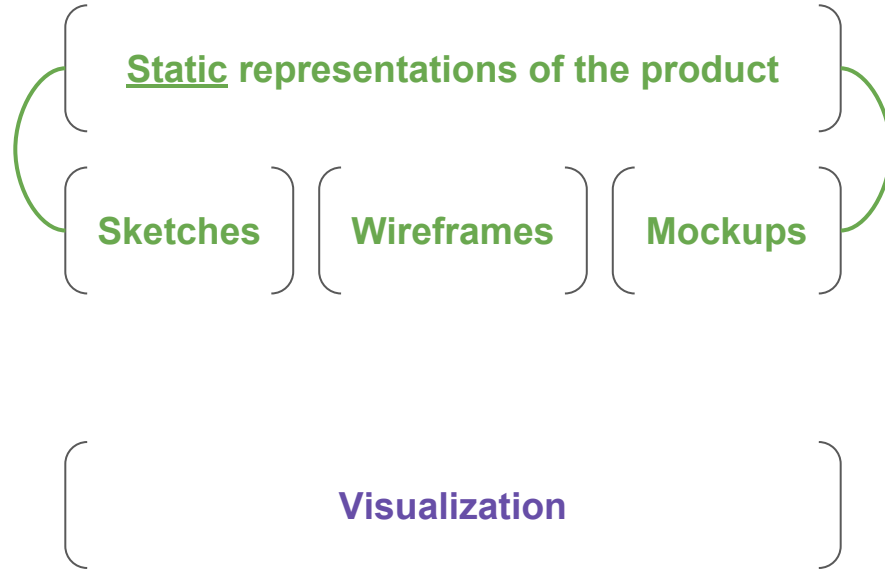
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Create Design Ideas





Create Design Ideas

Static representations of the product

Sketches

Wireframes

Mockups

Visualization



Prototype Design

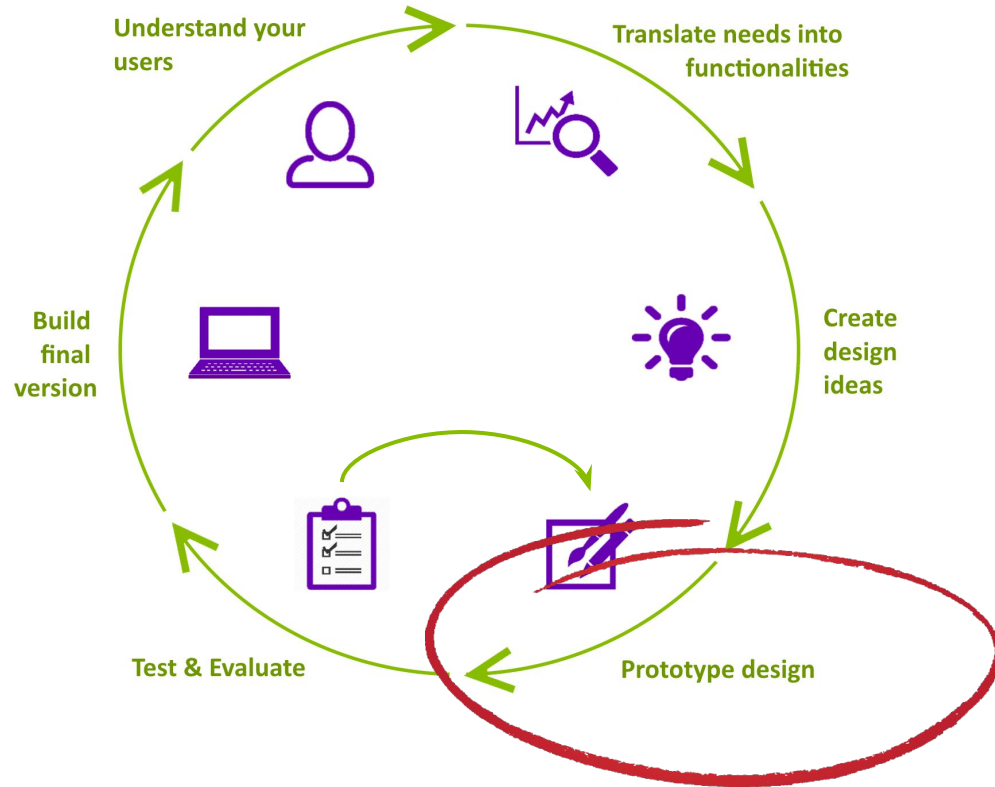
Prototypes

- interactive design model of the product

Low-fidelity

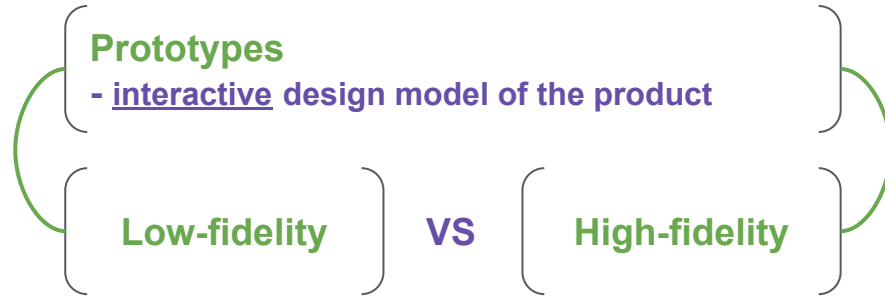
High-fidelity

Testing and Evaluation



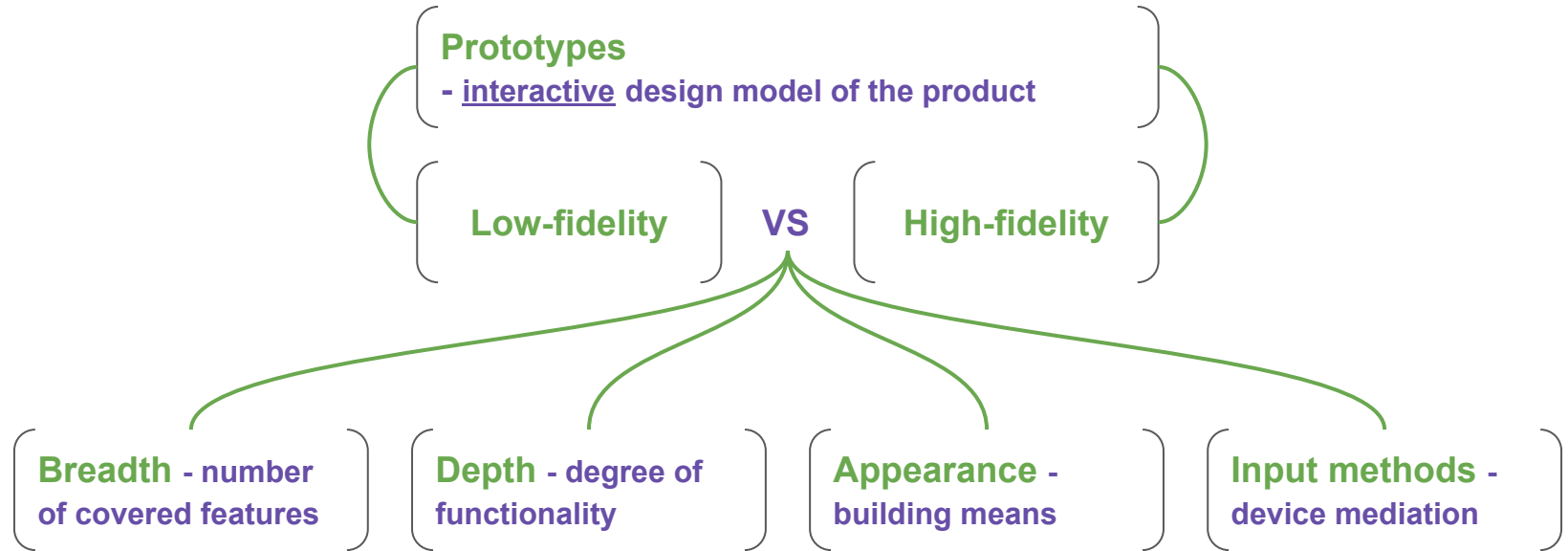


Prototype Design



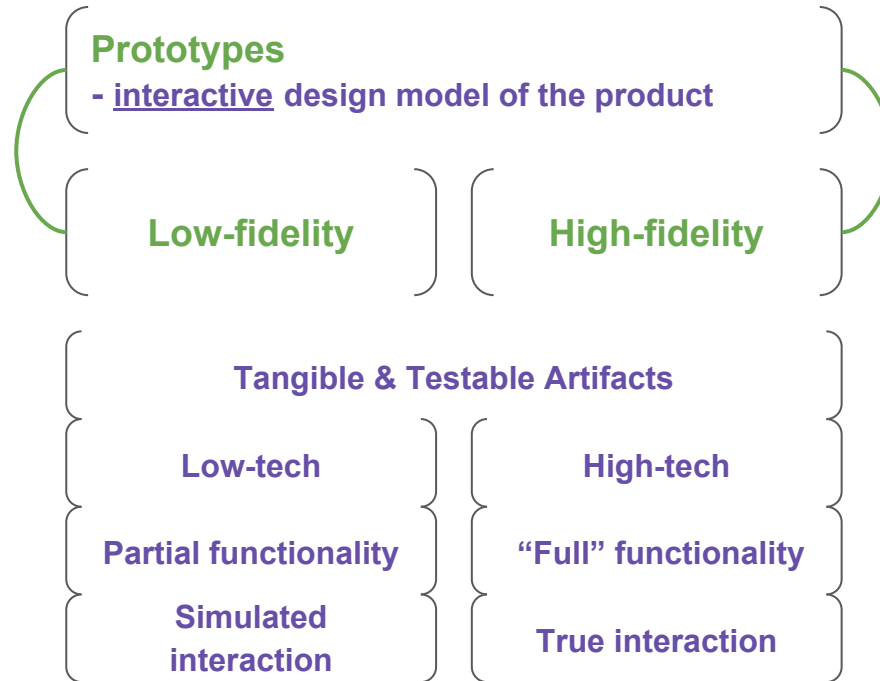


Prototype Design



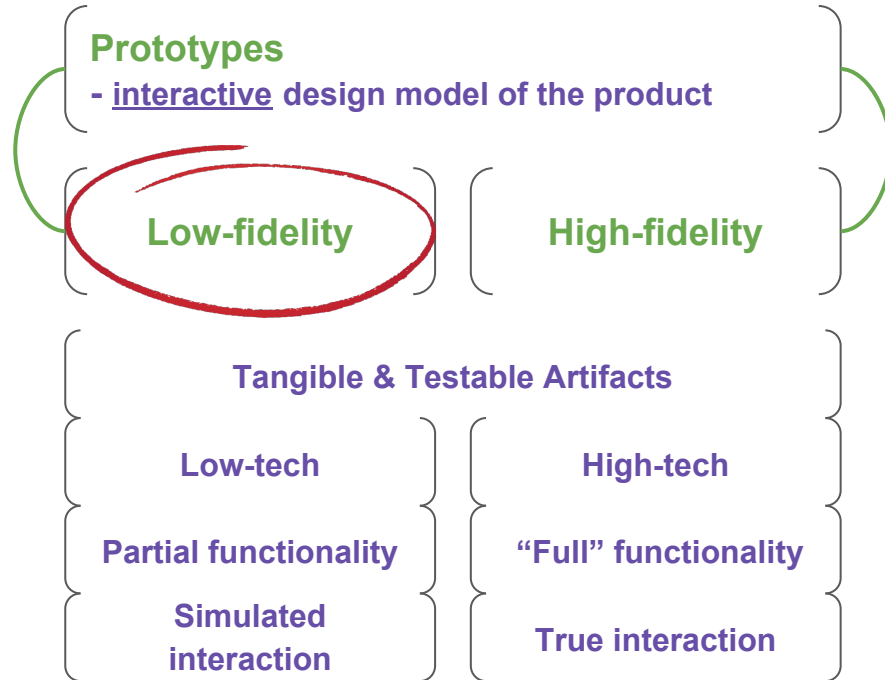


Prototype Design





Prototype Design





Prototype Design

Paper Prototypes

Interactive

Lo-fi
appearance /
input

Hi-fi depth /
breadth

Simulation of a
back-end

Early feedback

Experiment with
alternatives

Big picture
focus



Prototype Design

Paper Prototyping Tips

Make it large

**Preprint
widgets**

**Add ideas as
they come**

Work fast!

**Use audio
description**

**Make it
monochrome**

**One sketch
per screen**