

## GRP03 : low-fi prototype video

### =====overview

The goal of this assignment is to learn how to use low-fidelity prototyping in early stage design to present your ideas to stakeholders and to receive feedback and refine your design. For this assignment you will build a low-fi prototype and demonstrate how a user would interact with your system through a video.

In parallel, we want you to start thinking about the feasibility of your design – you will start to investigate whether it is feasible to implement your idea by the end of the semester.

In the next assignment you will then perform a simple usability test with the prototype and iterate on your design.

### =====the assignment

Now that you have had a chance to work with your teammates and develop your project idea, create a team mission statement that describes your goal for the project.

Consider the three tasks you are developing in the GRP02 assignment. These benchmark tasks should include 1 easy task, 1 moderate task, and 1 hard task and they should give good coverage of your interface. In this assignment you will design a prototype to handle these three tasks and create a video demonstrating the intended interaction for those three tasks. (Talk to us about task selection if you're not sure which tasks to pick).

We suggest you start by sketching on paper. You will then create UI mockups in [Balsamiq](#), [framer.js](#), or a similar a rapid prototyping tool.

Once you have developed the prototype, you will create a narrated video illustrating each of the three tasks using your proposed interface. Make sure to set up the story at the start of your video rather than just showing the UI interactions (the finished videos should show both).

=====video prototyping

We suggest you create your video using a combination of live recorded segments and a sequence of still images or screen capture videos.

There are a number of sources available to you to learn more about creating video prototypes.

Here are some examples from previous offerings of this course. Note that some of these examples would not be sufficient for this assignment as they only show UI interactions and are not narrated (both are requirements for your video).

Videos from CS160 Spring 2015:

- BirdsI: <https://www.youtube.com/watch?v=2JKlvGruHjU>
- Water Conservation: <https://www.youtube.com/watch?v=vV9ZnOyMchQ>

Videos from CS160 Fall 2013:

- Estimated Time of Arrival (ETA):  
<https://www.youtube.com/watch?v=3BAskJ8mwd4>
- Giving Goods: [https://www.youtube.com/watch?v=Er1WWjd\\_G10](https://www.youtube.com/watch?v=Er1WWjd_G10)

Videos from CS160 Spring 2011:

- Group CaddyWhompus – photo guide app:  
[http://www.youtube.com/watch?v=-c\\_fowRFzKo](http://www.youtube.com/watch?v=-c_fowRFzKo)

Videos from CS160 Spring 2010:

- RollCall: <http://www.youtube.com/watch?v=jQnfcJ8jZaU>

Others:

- WineM technology sketch showed in class

=====details

Your writeup should follow the outline below and will be graded using the writing and experimentation guidelines detailed below.

- Each team member's name and role in this assignment
- Mission statement (1 paragraph)
- Prototype description, with sketches/images (1 paragraph)
- Link to the video

- Discussion of Video Prototyping (1 paragraph)
  - How did you make it?
  - Any new interesting techniques you came up with?
  - What was difficult?
  - What worked well?
- Smartwatch Interaction Strategy (1 paragraph)
  - Will the smartwatch provide input only, output only, or both?
  - Will you be using any APIs?
  - What problems might you encounter? (How feasible is it to build this?)

Upload your videos and link them to your group's assignment on [hackster.io](https://hackster.io) . You should submit one single video showing all of the tasks in a consistent narrative. You should refer to these in your description of the prototype.

=====grading criteria

## **Introduction and Mission Statement (5 pts)**

The mission statement should represent the common purpose and goal of the project. Each member of the team should agree on and be committed to achieving the mission statement. Describe the role of each team member for this assignment.

## **Prototype Description (5 pts)**

Describe your prototype. Reference sketches/screenshots of the interface screens in your description. Submit images of all screens you used, and also use the video prototype to help describe your system.

## **Video Prototype (35 pts)**

You will be graded on how well your video illustrates each of the tasks and gives a flavor for your interface idea and how it will be used. You should show your prototype being used for at least three tasks: 1 easy, 1 moderate, and 1 hard. You will also be graded on whether the video properly shows the context of how the interface will be used (the back story). Your video must have audio narration and must be a maximum of 3 minutes long.

## Discussion of Video Prototyping (5 pts)

Describe your process of how you produced the video. Finally, we will grade you on the description of how you made the video and the critique (positive/negative) of the technique.

## Implementation Strategy (5 pts)

This section addresses different concerns from the prototype.

Describe how you imagine your app's smartwatch and smartphone interactions, and what your strategy will be to actually implement these features. The point of this is to make sure you've thought about feasibility before moving ahead with your project idea: make sure to discuss what kind of challenges you could face, what API's you would use, and whether something like this can actually be built and work well.

As we mentioned at the beginning, you may "mock" some smartwatch sensors that don't exist yet but that could reasonably exist. Smart watches will likely never have metal-melting lasers on them, but they could reasonably have, for example, a galvanic skin response (stress) sensor, though your Moto 360 does not have this. If you are going to mock a sensor, be sure you discuss a way to generate values for that sensor in this section.

=====*submission*

As usual, we will be submitting via [hackster.io](https://hackster.io). Your team will need to collaborate on a single submission there. Ensure that you include everyone's name and details of what they did!