Assignment #1
Some cool pages!

• Got the Feels
  http://cogs121-team-o-a1.herokuapp.com

• MeowNow
  http://meownowwow.herokuapp.com/

• Game
  http://thegameplan.herokuapp.com
Rapid Prototyping and Wire-framing

CogSci 121 - HCI Programming Studio
“Design is about choices and intentions, it is not accidental. Design is about process. The end user will usually not notice ‘the design of it.’ It may seem like it just works, assuming they think about it at all, but this ease-of-use (or ease-of-understanding) is not by accident, it’s a result of your careful choices and decisions.”

- Garr Reynolds
Software Process Models

• Process model (Life-cycle model) - steps through which the product progresses
  – Requirements phase
  – Specification phase
  – Design phase
  – Implementation phase
  – Integration phase
  – Maintenance phase
  – Retirement
Software Process Models

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Now
- Storyboards
- Prototype
Software Process Models

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Rapid Prototyping at Google X

Prototyping Rule #1:
Find the quickest path to experience.

https://www.youtube.com/watch?v=d5_h1VuwD6g
TOPHAT ATTENDANCE
From Requirements to Specification

- Storyboarding
- Paper prototypes
- Low-Fidelity Prototypes
- Digital mock-ups
- High-Fidelity Prototypes
From Design to Prototyping

• Wireframes
  • Basic illustrations of the structure and components of a web page. This is generally the first step in the design process.

• Mockups
  • Focus on the visual design elements of the site. These are often very close or identical to the actual final site design and include all the graphics, typography, and other page elements. Mockups are generally just image files.

• Prototypes
  • semi-functional webpage layouts of a mockup/comp that serves to give a higher-fidelity preview of the actual site being built. Prototypes will have the user interface and is usually constructed using HTML/CSS. This stage precedes programming the business logic of the site.
What is a Wireframe?

- Low-fidelity visual representation, may be called a skeleton or blueprint
  - Some debate how polished wireframe should be
- Includes basic page layout
- Quick and simple-to-make way of showing the structure of a proposed electronic product (e.g. website)
- Does NOT attempt to show final visual design (e.g. fonts, colors); introducing aesthetics too early can be VERY distracting. Keep it visually bland.
- Can include navigation hyperlinks enabling to try out the proposed navigation.
- Good for discussing & refining basics – how many pages; what navigation?
- For a web app, it may include:
  - headers, footers, content areas, sidebars
  - dynamic widgets, search box, graphics, links
Wireframes can Help!

• Wireframes provide the skeleton or structure to your application.
• They enable you to walk your client through and nail down functional requirements before development begins.
• They can save Time and Money in Development Costs.
Reasons to Use a Wireframe

• Wireframes Make Design Changes More Efficient
  – Client can view overall layout
• Wireframes Make Site Navigation Designs Better
  – Can test and refine without having to reprogram
• Wireframes Can Improve Content
  – No large blocks of undifferentiated text
• Wireframes Can Improve User Interface Copy
  – What label should be used for the call to action button?
• Wireframes give web developers a clear path
The Wireframing Process

1. Determine Design Layout Components
2. Develop Wireframe
3. Get Feedback
4. Revise
Fidelity

Attention to detail not always required

Medium doesn’t matter:
- software
- whiteboard
- paper
- etc
Wireframing Examples

Get from idea to representation without worrying about functionality
Wireframing Examples

Get from idea to representation without worrying about functionality
Fidelity

High fidelity mockups make things look and feel real

Appears as though finished and functional

“Works” within anticipated medium such as a mobile device or web browser
It is not a design pre-view.
It will be generic or even ugly, but that is OK.
Rough Sketch
Sketch out the layout to the best of your ability.
Make it interactive
Next Steps

• Today: **InfoViz mood boards**, by Amy Fox

• **Thursday**: Rapid Prototyping Tools and Assignment 3

• **Friday**: Technical Discussions / Studio (required)
  - Debriefing on Assignment 2
  - Assignment 3
  - Quiz on Week 5 Content

• Readings (required)
  - Meirelles (*Design for information: an introduction to the histories, theories, and the best practices behind effective information visualizations*) —> Chapter 2 + Chapter 3

• Next Week:
  - Agile Programming