

HCI and Design: Assignment 4

Due: April 12th, 11:59pm

You will complete this assignment in pairs.

Exceptions are possible with prior instructor permission if you're working on a project together outside of the class. You are welcome to complete the assignment on your own startup/ specialization/ studio/ project or any project of your choice.

The goal of this assignment is to create an interactive digital prototype.

You are STRONGLY encouraged to READ all parts of the assignment before starting, since some parts depend on and build on each other.

Part A: Intro

1. [1 point] Provide a short description of your project. What is the main idea/ goal?
2. [2 points] Describe the product feature you plan to prototype. What task/ feature/ component of your project have you chosen to prototype? (*Target a feature that requires 4-6 screens*)

Part B: Color Palette

3. [2 points] Choose a color palette for your prototype. Provide a screenshot of the color palette and list the corresponding RGB values for each color in your palette.
4. [2 points] What type/ category of color palette did you choose? Describe your decision process for choosing this kind of color palette (i.e., how did you go about picking colors?).
5. [1 point] Justify your color palette. What does your color palette say about your product?

Part C: Digital Prototype and Typography

6. [2 points] Use any digital prototyping tool of your choice (e.g., Sketch, Figma, Origami) to create a digital prototype for the product feature you chose (in question 2). Your prototype should be 4-6 screens. Include screenshots / images of each screen.
7. [4 points] Describe WHAT UI components your prototype uses and justify WHY you chose these components (feel free to refer to material.io's list of components). Your prototype should use AT LEAST 3-5 UI components.
8. [10 points] Typography: Describe and justify your use of the following in your prototype:
 - a) Fonts
 - b) Spacing
 - c) Weight
 - d) Size
 - e) Layout

Part D: Add Interaction

9. [4 points] Use any tool of your choice (e.g., InVision) to add interaction to your prototype (i.e., make it clickable). For each screen in your prototype, describe WHAT you chose to make interactive and justify WHY you chose it.

10. [4 points] Create a video showing your end-to-end interactive prototype in action. Include a link to the video in your report. ***MAKE SURE THAT THE WE HAVE PERMISSION TO ACCESS AND WATCH THE VIDEO USING YOUR LINK!***

Part E: Reflect

11. [2 points] Reflect on your work. What were your experiences creating digital prototypes? What was good? What was challenging? What were your pain points?

12. [1 point] Teamwork: Describe how you broke down the workload among team members.

Submission

Submit one report per team on Blackboard. Details forthcoming.