

Unit 6 - Design and Prototyping

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Assignment 5

The due date for submitting this assignment has passed. **Due on 2019-10-02, 23:59 IST.**
 As per our records you have not submitted this assignment.

- After we have Understood the User needs, which is the immediate next Designing phase that follows **1 point**
 - Evaluation
 - Prototyping
 - Building the Application
 - Testing

No, the answer is incorrect. Score: 0
Accepted Answers:
Prototyping
- What is not True about the Prototyping phase? **0 points**
 - It consists of a number of inexpensive scaled-down versions of the product.
 - A prototype may be tested within as well as outside the design team.
 - By the end of this phase, the design team will have a clear idea of how the real users will behave
 - All of the above

No, the answer is incorrect. Score: 0
Accepted Answers:
All of the above
- The pros of Low-fidelity prototyping are **1 point**
 - It's Extremely low-cost
 - It's very fast to make
 - Unclear while testing what may work and what may not
 - It simulates group work

No, the answer is incorrect. Score: 0
Accepted Answers:
It's Extremely low-cost
It's very fast to make
It simulates group work
- Paper and pen-based sketches used for prototyping are? **1 point**
 - Rapid prototyping
 - High-fidelity prototyping
 - Low-resolution prototyping
 - Low-fidelity prototyping

No, the answer is incorrect. Score: 0
Accepted Answers:
Low-fidelity prototyping
- Which of the following statements is/are true? **1 point**
 - It is easier to incorporate user feedback during high-fidelity prototyping compared to low-fidelity prototyping.
 - It requires more effort and resources to incorporate user feedback during high-fidelity prototyping
 - It is easier to incorporate user feedback during low-fidelity prototyping compared to high-fidelity prototyping
 - It requires more effort and resources to incorporate user feedback during low-fidelity prototyping

No, the answer is incorrect. Score: 0
Accepted Answers:
It requires more effort and resources to incorporate user feedback during high-fidelity prototyping
It is easier to incorporate user feedback during low-fidelity prototyping compared to high-fidelity prototyping
- Indicate whether the following statement is true or false: **1 point**

"High-fidelity prototypes resemble and perform as alike as possible to the actual product that will ship."

 - True
 - False

No, the answer is incorrect. Score: 0
Accepted Answers:
True
- The pros of High-fidelity prototyping are **1 point**
 - Meaningful feedback while usability testing
 - Testability of precise UI elements or interactions.
 - Prototypes are profoundly realistic in their interactions.
 - All of the above

No, the answer is incorrect. Score: 0
Accepted Answers:
All of the above
- Which of the following is true about good design? **1 point**
 - Good design is not just cool graphics
 - Good design is just common sense
 - Good design comes from an iterative process with the user in loop
 - Good design can come from fixing the UI at the end

No, the answer is incorrect. Score: 0
Accepted Answers:
Good design is not just cool graphics
Good design comes from an iterative process with the user in loop
- Which of the following is true about the Waterfall strategy? **1 point**
 - Waterfall strategy is optimal for user experience
 - It is infeasible because it is difficult to adapt
 - Waterfall strategy implies that testing should be done all at once
 - Waterfall strategy uses a fail-fast approach

No, the answer is incorrect. Score: 0
Accepted Answers:
It is infeasible because it is difficult to adapt
Waterfall strategy implies that testing should be done all at once
- The following describes the Iterative Design process: **1 point**
 - Design-Code-Launch
 - Design-Prototype-Launch
 - Design-Prototype-Evaluate
 - Design-Evaluate-Code

No, the answer is incorrect. Score: 0
Accepted Answers:
Design-Prototype-Evaluate
- Which of the following should not be a part of your low-fidelity process? **1 point**
 - A black and white layout
 - Creating a colorful logo for your app
 - Paper cutouts
 - Deciding on a colour scheme

No, the answer is incorrect. Score: 0
Accepted Answers:
Creating a colorful logo for your app
Deciding on a colour scheme
- You want to test the intuitiveness of the functionality of the application. For this task, you will use: **1 point**
 - Low fidelity prototypes
 - High fidelity prototypes
 - Waterfall prototypes
 - All of the above

No, the answer is incorrect. Score: 0
Accepted Answers:
Low fidelity prototypes
- You want to test whether the colour scheme of the application is appropriate. For this task, you will use: **1 point**
 - Low fidelity prototypes
 - High fidelity prototypes
 - Waterfall prototypes
 - Any of the above

No, the answer is incorrect. Score: 0
Accepted Answers:
High fidelity prototypes
- Which of the following are downsides of high fidelity prototyping? **1 point**
 - Users give a lot of feedback about functionality of the application
 - Users focus too much on minute details like logo
 - Building high fidelity prototypes is time-consuming
 - Users don't like high fidelity prototypes

No, the answer is incorrect. Score: 0
Accepted Answers:
Users focus too much on minute details like logo
Building high fidelity prototypes is time-consuming
- Which of the following is/are a step in the waterfall strategy? **1 point**
 - Requirements specification
 - Prototyping
 - Integration and Testing
 - Coding

No, the answer is incorrect. Score: 0
Accepted Answers:
Requirements specification
Integration and Testing
Coding