

## CS-E5250 Data-Driven Concept Design

Concept Design: Visualization and Validation Prototyping Assignment 4

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## Assignment 4, Deliverable 1 Low Fidelity Wireframing Group Assignment



## **Assignment A4-D1 Instructions**

#### Group assignment for 2-3 students

- you may choose your group members as you see fit
- Choose a group by Wed 3.2. lecture (10:15) using A4-D1 Group Choice
- 1. Try out and review two prototyping tools suitable for wireframing.
- 2. Use a wireframing tool of your choice to create a wireframe that incorporates all (and more) of the listed requirements and functionality.

## **Wireframing Topic**

Paw Pals

Doggy Tinder

## Fur Friends Finder

Puppy Pairings

## **Paw Pals Minimum Requirements**

- Community for owners, allow 1-to-1 and group messaging
- Profiles for pets and owners, showing picture of each
  - Personal details for pets: name, age, breed, sex, location
  - Personal details for owners: name, contact details
- Support searching based on:
  - Breed, location/distance, right Now! or a future date (like next Saturday afternoon)
- Sort matches: friends on top, distance, last seen
- Visibility/availability: looking for new friends, visible to old friends only, visible to friends of friends
- Map view and map search
- Some settings can be set to defaults or remain set until changed
- Suggest a meeting place, show earlier meeting places, is it fenced?
- Dog size: Small, Medium, Large (at least for mixed breed dogs)
- Favourite activity: Walking on leach, running/playing free

# Assignment 4, Deliverable 2 High Fidelity Prototyping Individual Assignment



## Individual Assignment: HiFi Prototyping

Standing on the shoulders of giants

Isaac Newton

Imitation is the sincerest form of flattery

Oscar Wilde

Good artists copy, great artists steal

Pablo Picasso

## Individual Assignment: HiFi Prototyping

- 1. Try and review two prototyping tools suitable for creating a High-Fidelity interactive prototype hat could be used for user testing
- 2. Select an existing mobile or web service of sufficient interactivity
  - Document it with a short video of its use (deliverables max. 200MB)
- 3. Create a copy of the service using a Prototyping tool of your own choosing