



Mid-Fi Protoypes

Human Computer Interaction

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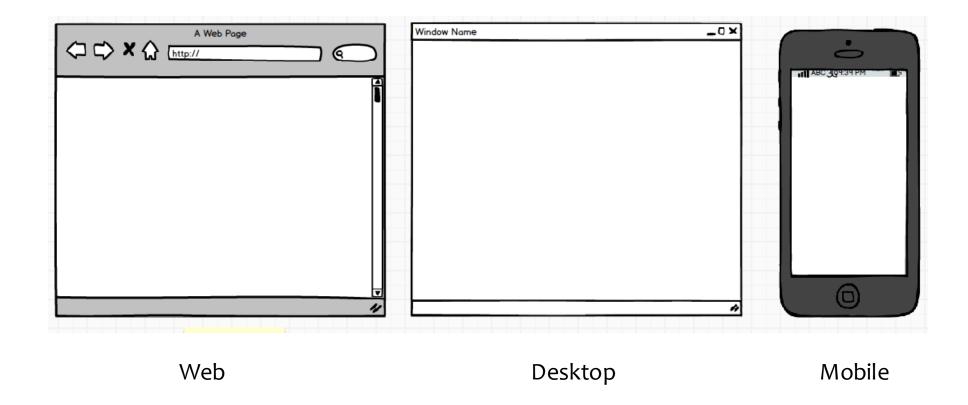
Computer Prototypes

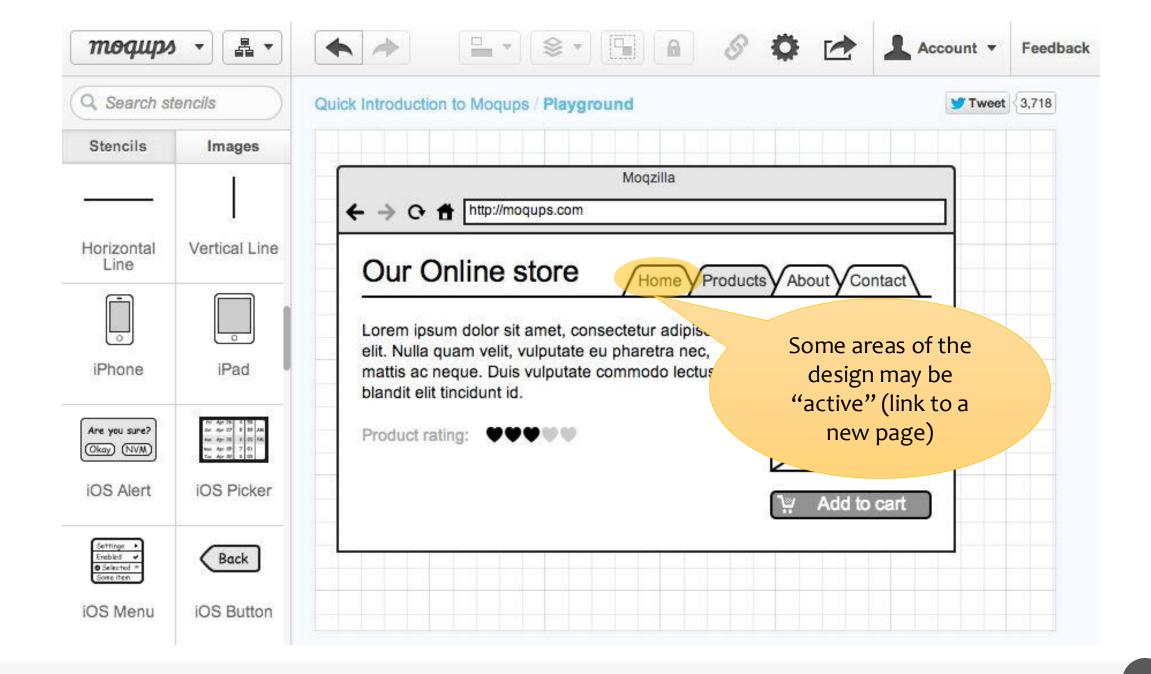
- Interactive software simulation
 - Renders user interface
 - Accepts some user input
 - Responds by switching pages
- Medium-fidelity or High-fidelity in look & feel
- Low-fidelity in depth
 - The human operator in paper prototyping is aware of the algorithms

Medium-fidelity

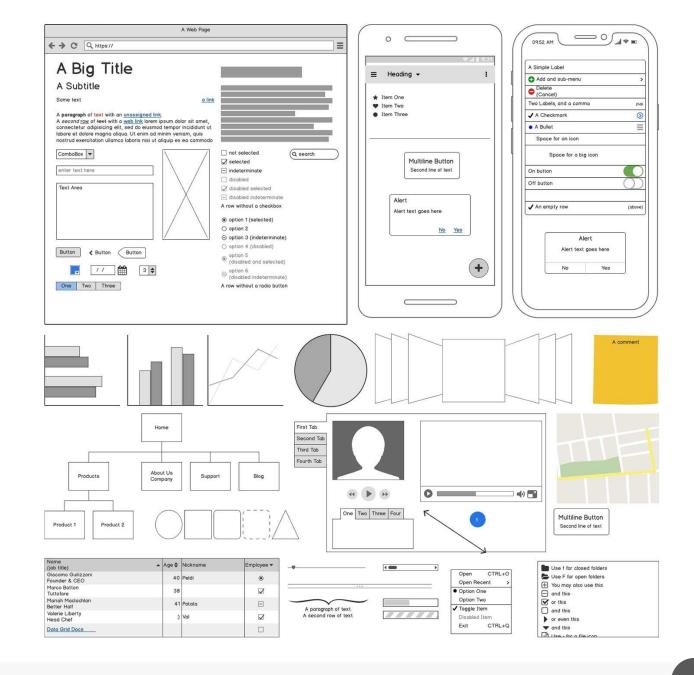
- Also known as "Mockups" or "Wireframe interface"
- Design of a single screen or a set of connected screens (following a task)
- "Wavy" or "imprecise" drawing (inspired by hand drawing)
 - Want to convey the impression that the design is still preliminary
 - Mostly gray scale (or black and white)
- Usually static information (predefined pages, only)
- May suggest user device

Wireframes For The Three Interfaces

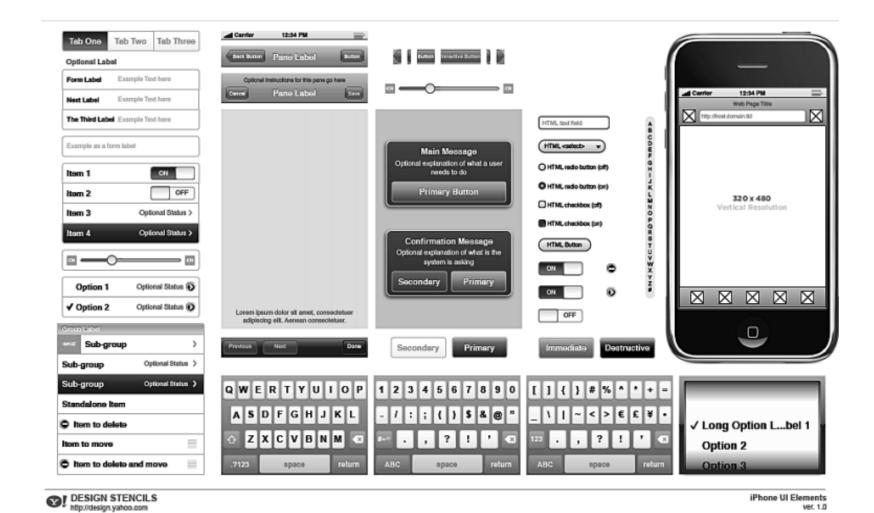




UI Design Libraries

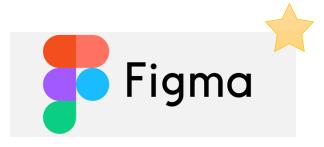


Stencils For UI Elements



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Some Tools For Med-Fidelity Prototyping



https://www.figma.com/education/

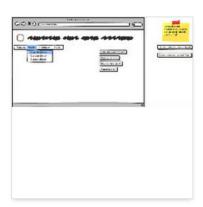


https://balsamiq.com/wireframes/https://balsamiq.cloud/



https://moqups.com/

Example











Step 1 e B-Step 1 ▼

Step 2 3 🔻

Step 4 5a 🔻

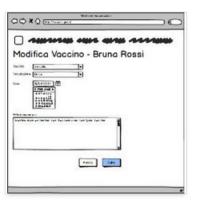
Step 2a 🔻

Step 4b 🔻











R-Sten 6

R-Sten 5a1 5a2 -

B-Sten 5a3 5a4 -

R_Sten 5c1 5c2 -

R-Sten 5c3 5c4 -

PowerPoint-based Interactive Mockups

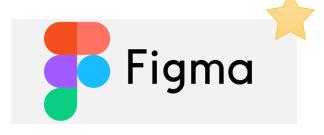




Tools' Drawbacks

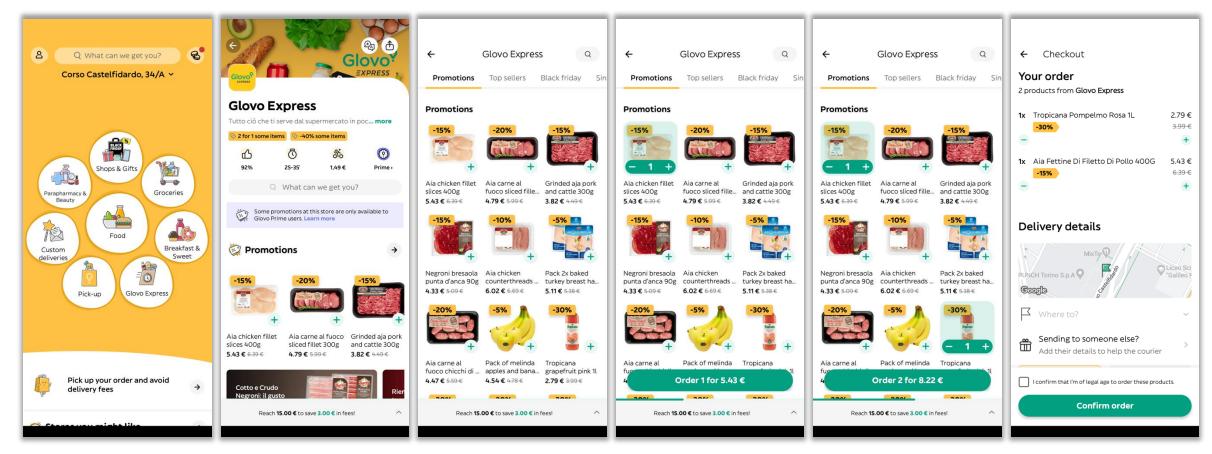
- Click, not interact
 - No text entry, no data entry, no real selection of listed data
 - Widgets aren't active
- Paths are static
- The tester is engaged in a "hunt for the hotspot", to find the (few) only widgets that really clickable
 - Good for testing understanding of the UI and the workflow
 - Not good for testing the UI behavior

Exercise



- Learn Figma by doing!
 - Take a finished product and retrace the steps of the original designer to understand its logic in drawing the flow of a certain task.
- TARGET PLATFORM: Glovo
 - Task: Order something from the promotions available on Glovo Express, a 24/7 Micro Fulfilment Centre, also known as a Glovo Supermarket (see the next slide for the complete user flow).
 - o Goal: Create a medium-fidelity prototype for the Glovo's task using Figma:
 - Simplify and strip down the task to its core component, deciding the key elements to represent and which placeholders to use
 - Create a wireframe by connecting the different screens through Figma interactions
- Share a link to your Figma prototype on Telegram (topic: "in-class exercises")

Glovo Express User Flow



An example of a possible solution...

Taken from: https://medium.com/@stavroulagregoriou/mid-fidelity-prototyping-what-a-glovo-express-0757204faadd

References and Acknowledgments

- Google, Begin Today With Rapid prototyping,
 https://www.youtube.com/playlist?list=PL9KVIdeJ2K8NDpsiyYpcbB_qifd3y5CY
- MIT, http://web.mit.edu/6.813/www/sp18/classes/11-prototyping
- Scott Klemmer, Storyboards, Paper Prototypes, and Mockups,
 https://youtu.be/z4glsttyxw8
- Thanks to Fulvio Corno, past teacher of the course, for his work on some of these slides



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