

de·liv·er·a·bles pt 1

/di'livərəbəl/ 

adjective

1. able to be delivered.
"goods in a deliverable state"

noun

1. a thing able to be provided, esp. as a product of a development process.



- 1) PROPOSALS

- Ideation
- Conception
- Proposal Postmortem

- 2) MILESTONES

- Budgeting Time & Resources
- Task Assignment
- Milestones Postmortem

- 3) DELIVERABLES

Prototyping I

Playtesting

Prototyping II

Deliverables Postmortem


- 4) PROJECT POSTMORTEM

- Reflection: Key Accomplishments & Problem Areas
- Lessons Learned
- Future Considerations

- 5) PRESENTATION

- Compilation of Component Postmortems
- Compilation of Documentation
- Presentation Practice

Milestones → Deliverables



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(we used **Gantt Charts** to identify and document **Project Milestones**)

3. **Deliverables**: provide the evidence that would indicate successful completion of a milestone.

(A **Prototype** is the best example of a **Deliverable**)

PROTOTYPES

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A prototype is designed to test and trial a new design to enhance precision by system analysts and users.

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design, **electronics**, and **software programming**.*

A prototype is designed to test and trial a new design to enhance precision by system analysts and users.

Prototyping serves to provide specifications for a real, working system rather than a theoretical one.”

Definition Summary

- used in multiple disciplines
- early sample
- early model
- early release (software)
- test or trial
- used to enhance performance by a system
- used to enhance performance by users

Why prototype in the first place?

Info Source: [Interaction Design Association](#) - [Replace](#)



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4. Realism: Gauge feasibility of concept
5. Advocate Externally: Marketing tool to potential clients

PROTOTYPES

(types)

Determine what type of prototype to build. Items to consider include:

- the intended purpose of the prototype,
- what to prototype,
- which medium to use (paper, mockups, wireframes)
- the expected longevity of the prototype.

Based on the purpose of the prototype, select a subset of information to prototype (e.g., an approach, issue, human interface, or key function).

| PROTOTYPE NAMES | DESCRIPTION | INDUSTRY EXAMPLE |
|---|--|---|
| 1: Concept Prototype | <ul style="list-style-type: none"> • Illustrates overall project vision • assist the project team and the customer in understanding the problem | Written Descriptions Images, Moodboard |
| 2: Horizontal Prototype | <ul style="list-style-type: none"> • Exploration of basic size, look & feel • Limited to No functionality • No exact visual representation • Demonstrates outer layer of human interface | <ul style="list-style-type: none"> • Wireframes (windows, menus, & screens, GUI) |
| 3: Vertical Prototype | <ul style="list-style-type: none"> • Demonstrates a working a key function of the overall system • Few features • No exact visual representation | <ul style="list-style-type: none"> • Wireframes (windows, menus, & screens, GUI) |
| 4: User Experience | <ul style="list-style-type: none"> • Invites active human interaction • Used to support user focused research. • Demonstrates the typical order in which information is presented | Storyboard Sequence |
| 5: Visual Prototype | <ul style="list-style-type: none"> • Capture the intended design aesthetic • Simulate the appearance | <ul style="list-style-type: none"> • MoodBoard • Mockups • Thumbnails |
| 6:Functional Prototype Working Prototype | <ul style="list-style-type: none"> • simulate the final design, aesthetics, materials and/or functionality | <ul style="list-style-type: none"> • High Fidelity Working Model |

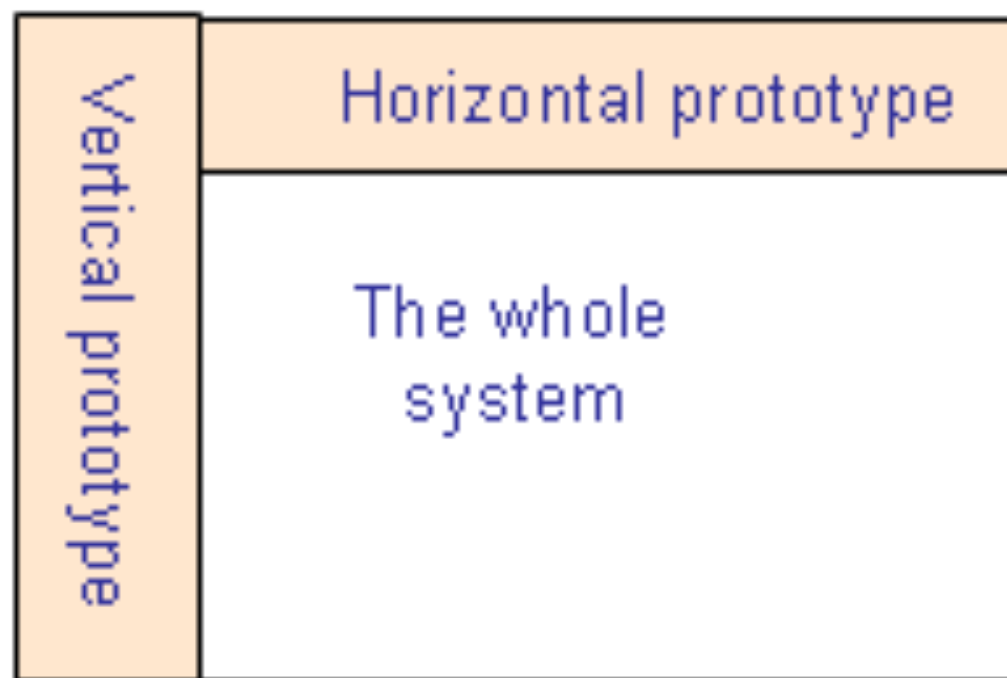
1: Concept Prototype: Descriptions & Images



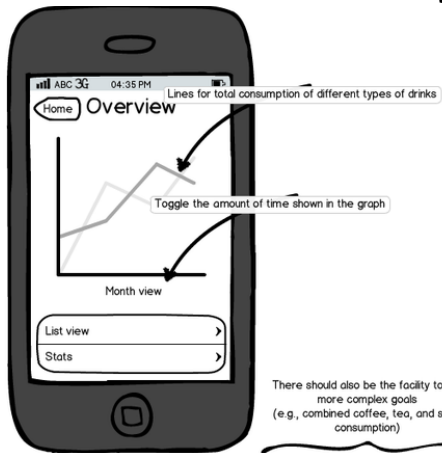
different features



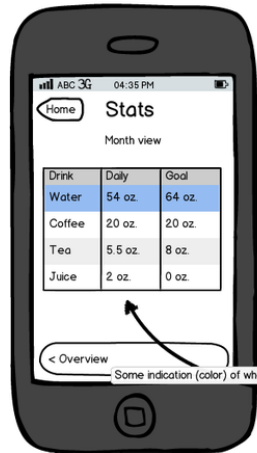
different actions



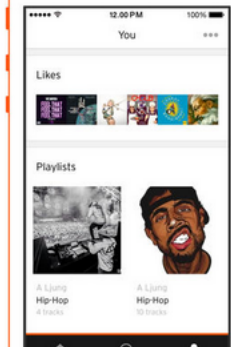
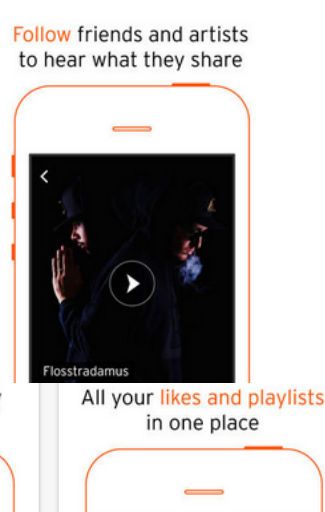
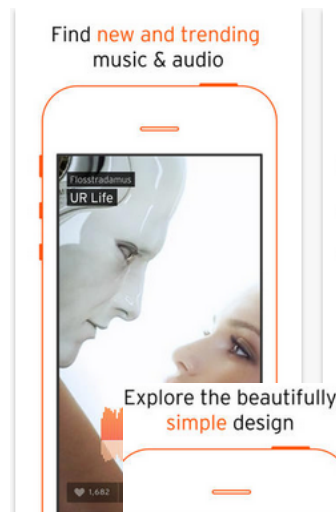
2: Horizontal Prototype: Wireframes & 'Screens'



There should also be the facility to set more complex goals (e.g., combined coffee, tea, and soda consumption)



Some indication (color) of whether goals are met



3: Vertical Prototype: Wireframes & 'Screens'



5. One new notification comes in. "Jonathan"

6. Click on the notification instance

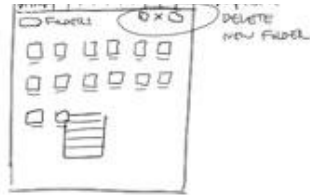
7. His question has been answered by "Melissa Tan"

8. He then rates the answer with 5 stars

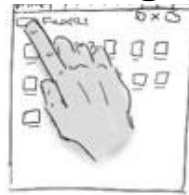
4: User Experience Prototype: Storyboards



OPEN FOLDER
(TOUCH/DOUBLE CLICK)



TAG/RATE PHOTOS
(RT CLICK TO ACCESS
FILE ATTRIBUTES?)



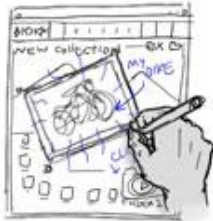
BACK OUT TO MAIN
COLLECTION SCREEN



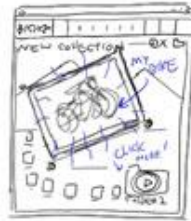
RT CLICK TO CREATE
SLIDESHOW FROM FOLDER



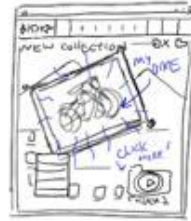
FOLDER KON CHANGES
(HOW TO ACCESS SLIDESHOW
SETTINGS?) - RT click?



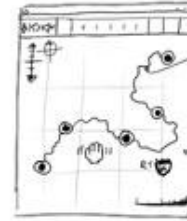
ANNOTATE MAIN
PAGE OF COLLECTION



ANNOTATED COLLECTION



RT CLICK ON GPS
DATA - OPEN ON MAP

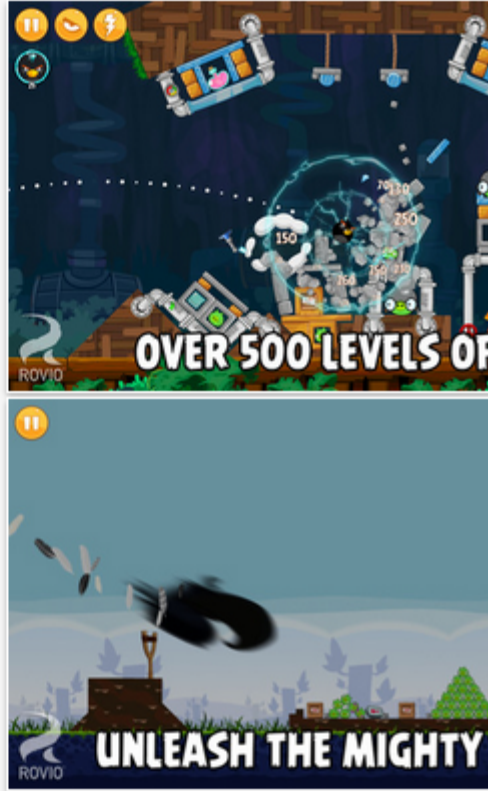


PAN + ZOOM TO ADJUST
MAP.

?
ABILITY TO
CONVERT TO
BGSD IMAGE?



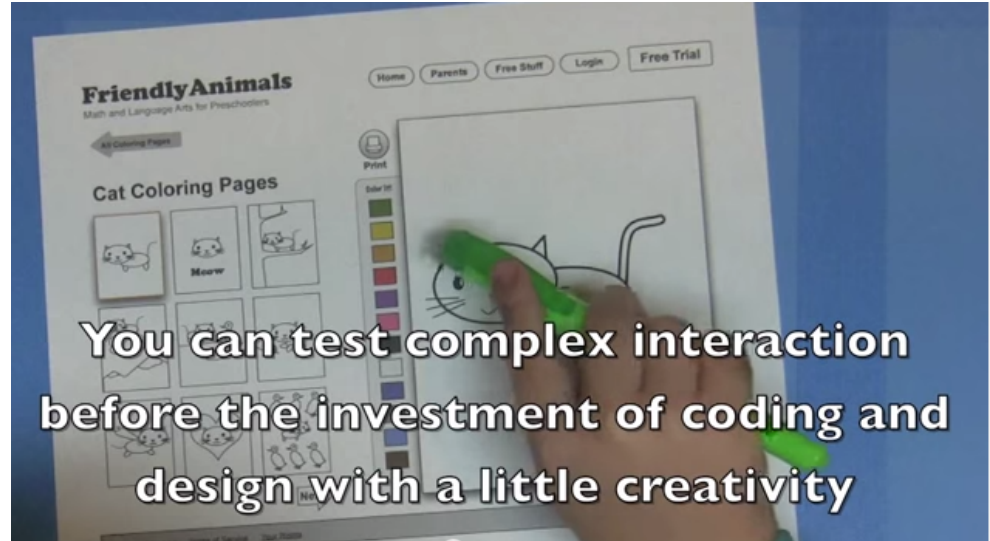
5: Visual Prototype: Mockup & 'Screens'



VIDEO: Usability Testing



(start at minute 4:47)



(start at minute 1:25)

Source: [YouTube - UX Prototyping Tutorial](#), [Lynda - Foundations of UX: Prototyping](#)
[Example Usability Test with a Paper Prototype](#) - [Blue Duck Labs](#)