

Create Sketches & Prototypes

Learning Outcome:

Create a user interaction sketch and a function prototype for client organization evaluation.

Bloom's Level: 6 - Creating

Students will be first given the assignment in **module 10**.

Students will turn in the assignment after **module 12**.

INTRO TO INFORMATION TECHNOLOGY

INSTRUCTIONS

What is the primary focus of the Create Sketches & Prototypes assignment?

For this assignment, you create sketches of your IT solution's user interface and a functional prototype of the project solution and review them with your client.

What are sketches and prototypes?

Sketches and prototypes are models of the solution that you quickly develop to provide your client with a more concrete representation of your system than is possible with verbal or written textual descriptions.

What is the purpose of the Create Sketches & Prototypes assignment?

- The purpose of the Sketches and Prototypes assignment is to provide your client with a concrete model of your solution to gain their initial feedback on your development direction. Both the interface sketch and functional prototype should be quickly developed to give your client the opportunity to preview the solution, and for you to make adjustments to the solution's development direction early in the development process when it is easier to recover from misunderstandings. You might think of these as a sort of information technology movie trailer.
- The purpose of the user interface sketch is to show your client the general "look and feel" of the solution, such as a layout of text and graphics, fonts and colors, links, buttons, menus, and other user interface elements.
- The purpose of the functional prototype is to provide the client with a basic "hands-on" experience of some of the solution's important functions and features.

What are the components of sketches & prototypes?

- User interface sketch, which is a drawing of the major user interfaces for the solution that conveys the general "look and feel" of the system.
- Functional prototype, which is a working subset of the solution that implements at least one of the features or functions of the solution. Prototypes are meant to be quickly developed and do not contain "production" features such as data validation or error checking and may use "dummy" data.

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Cont.

- Rationale for selection of one of the alternative designs, including the information you wanted to find out from developing the sketch and prototype and demonstrating it to the client.
- An estimate of the time you spent developing the user interface sketch and the function prototype.
- Summary of user feedback and suggestions, including your evaluation of how to resolve each.

What activities will you perform during the Create Sketches & Prototypes assignment?

- Select one of the alternatives that you generated in the Create Development Plan assignment that you think is the best approach to the solution and document your rationale for the selection.
- Create a user interface sketch and functional prototype. You can use a drawing tools such as PowerPoint to create the sketch. You will use your selected technology to develop the functional prototype.
- Meet with the client to review the sketch and prototype, answer questions, and resolve any issues. You could review both the sketch and prototype in one session or schedule separate sessions.
- Make any revisions to the sketch or prototype that arise from the meeting. You may need to reschedule a meeting with the client if you make major revisions they would like to see.
- Summarize the suggestions made by the client
- Submit a document with the selection rationale, development time estimates, and client suggestions in a document along with the user interface sketch and functional prototype to the assignment dropbox.

What advice would help me with this assignment?

- Avoid making the sketches or prototypes overly complex. They should be able to give your client a good early preview of your approach, but don't need to do anymore than that.
- Make sure the client understands the specific purpose of the sketches and prototypes as ways to generate ideas, feedback, and suggestions, and uses the opportunity to provide those to you so the final solution can be refined and improved.