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## HCI Quiz 5

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Explain how these two resources can be useful/helpful when designing a prototype:

1. Design patterns:

✓ Different ways of designing a prototype according to the target audience

2. Models from a Contextual Inquiry:

✓ Shows how a user might use an interface and can address potential issues that designers may not have thought of.

3. What's the difference between vertical and horizontal prototyping?

✓ Vertical goes into detail while covering only a few things, while horizontal goes for many things with less detail.

4. Describe a **benefit** of using **low** fidelity prototypes for user testing/feedback:

✓ Prototypes are easy to create and don't take up as much time as high fidelity prototypes.

5. Describe a **difficulty** with using **low** fidelity prototypes for user testing/feedback:

✓ Some do not display a user's interaction with the system

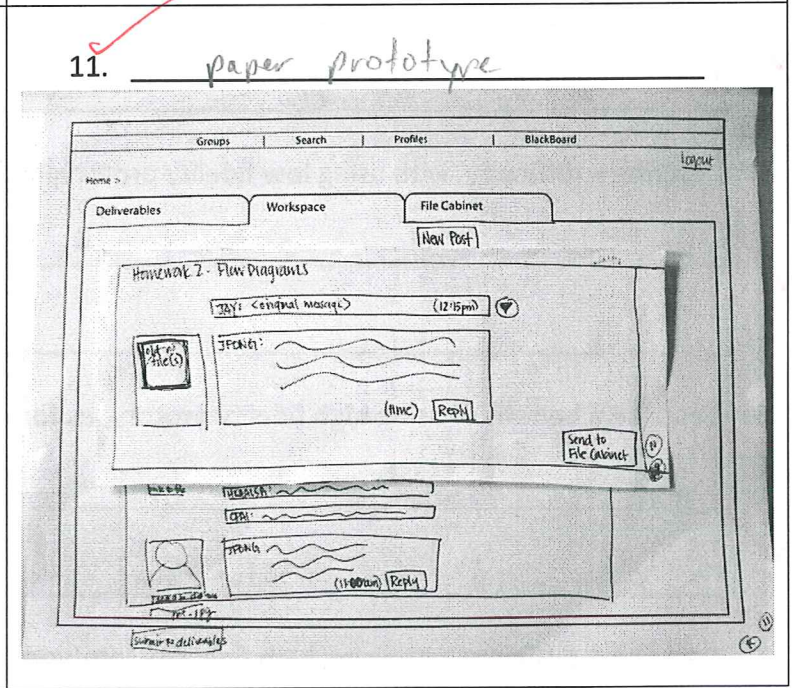
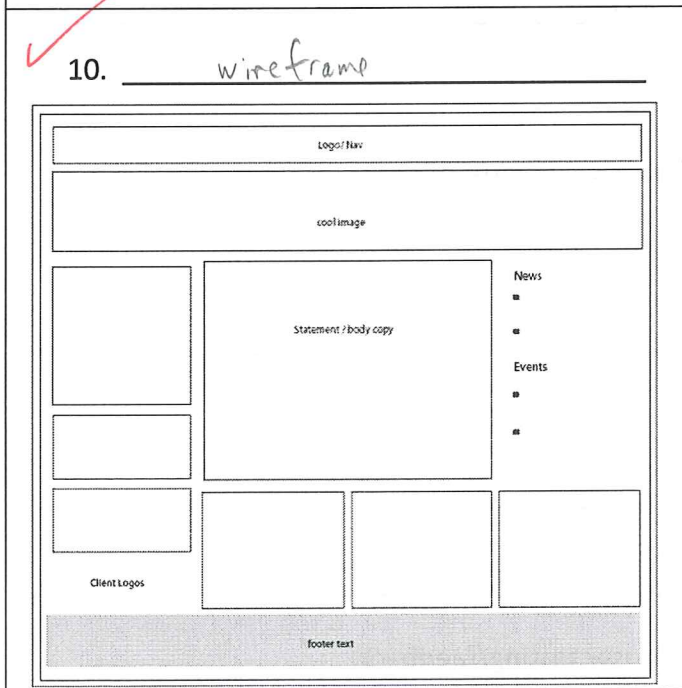
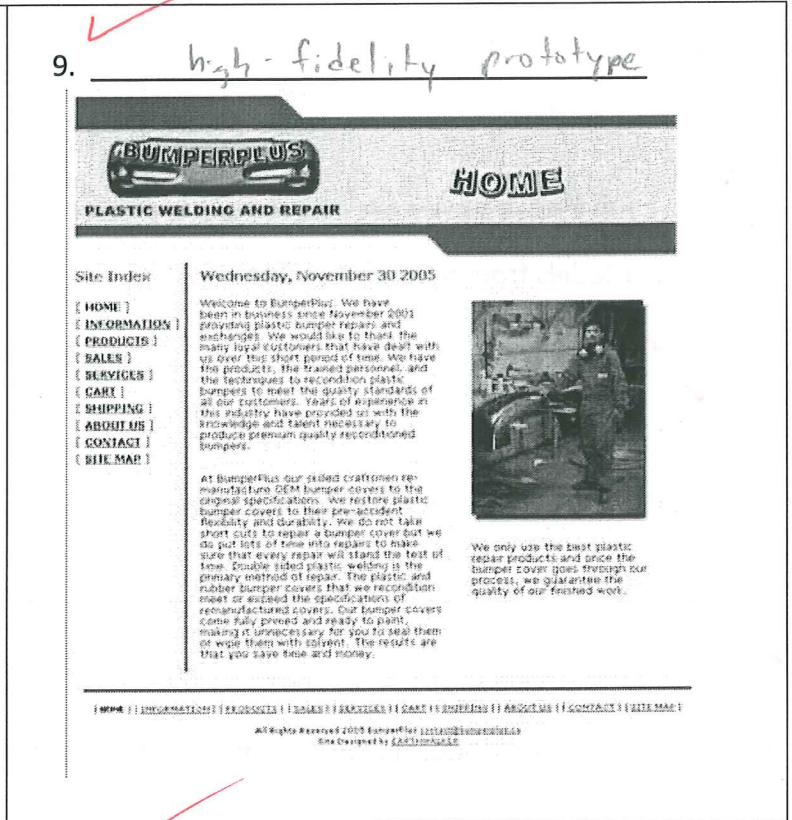
6. Describe a **benefit** of using **high** fidelity prototypes for user testing/feedback:

✓ Best representation of the final product, the user can interact with a programmed design for best feedback results.

7. Describe a **difficulty** with using **high** fidelity prototypes for user testing/feedback:

✓ Take time to build initially, if a user does not like particular features, new features require more time to design & program.

Match the following images with their corresponding design aid or prototype:  
(high-fidelity prototype, paper prototype, storyboard, or wireframe)



Bonus: What is a Wizard of Oz prototype?

+5 The user believes he/she is interacting with a machine when it is actually a human. (A reverse Turing test, if you will)