

IDSE201 Assignment: Wires, Testing

Introduction & Goals

While your design solution may end up as a product, system, or service, it will almost always include a digital touchpoint – a place for a person to interact with a computer. At this point, interaction becomes constrained by interface: the possibility for communication is filtered through an increasingly narrow set of *user interface components and controls*.

The goals of this project are:

- To learn how to effectively produce user interfaces that support your designed interactions
- To learn how to develop wireframes to communicate a user interface flow
- To gain confidence in using digital tools to help communicate ideas that occur over time
- To direct attention and decision making in a persuasive manner
- To learn an effective, iterative, user-centered process for wireframing

Scope

Continue to redesign the interface for the bank application you choose.

- A. User Testing.** Test your design using the think aloud user testing methodology. Test with at least five people who *you do not already know*.
- B. Document your test findings in the format we've identified in class:**
 - a. Identify the top three problems
 - b. Show screenshots of the problem areas
 - c. Include a quote from the actual user test
 - d. Propose a fix
- C. Create revised wireframes in Illustrator, based on feedback and critique.**

Deliverables

Deliver the following items (*Total points: 100*):

1. [Post to the blog] **Your Revised Wireframes, and User Test.** Post all materials to the blog, in a way that stands on its own (ie, should be understandable without you explaining it). Include your user testing methodology and results, wireframes, and a description of the various changes and design decisions you've made (80 points).
2. **Critique Participation.** Present your process and work for in-class critique, and participate in the critique of the work of other students. (20 points)