

HCI430: Prototyping and Implementation

Course Syllabus



This syllabus is tentative and may change in response to student needs.

Course Overview

We will examine the theory and practice of prototyping, some of the topics that will be discussed are:

- Why do we Prototype?
- Visual and Interactive Fidelity
- Sketching and Paper Prototypes
- Agile UX in an Imperfect World
- User Stories and Task Flow
- Wireframes: Defining Patterns and Paths in your UI
- The Basics of Page Layout and Typography
- The UX Role in Software Product Development
- Axure I: Widgets, Masters and Dynamic Panels
- Axure II: Variables, Cases and Conditions
- Principles of Responsive Design
- Axure III: 'Fluid' Layouts and Adaptive Views
- Crafting Identity with Visual Design
- In Pursuit of Usability: Iterative Prototyping and User Testing

Suggested Texts

All texts are available online as Safari books through the DePaul Library.

Learning Axure RP Interactive Prototypes

By: John Henry Krahenbuhl

Publisher: Packt Publishing

Print ISBN-13: 978-1-78355-205-4

Mobile Prototyping with Axure 7

By: Will Hacker

Publisher: Packt Publishing

Print ISBN-13: 978-1-84969-514-5

Optional Texts

Sketching User Experiences: Getting the Design Right and the Right Design

By: Bill Buxton

ISBN-13: 978-0123740373

Instructor

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Prerequisites

HCI406, HCI440

Grading

Assignment	Topic	Grade
#1	Discuss articles on prototyping	10
#2	Simple Axure Example	10
#3	Create scenarios and personas for multi-channel app	5
#4	Build a narrative digital prototype	5
#5	Build responsive prototype	10
#6	Build and evaluate mid-fi prototype	20
#7	Build hi-fi prototype	20
#8	Respond to RFP for prototyping services	20

Grading Rubric

A	≥94
A-	85-93
B	75-84
C	60-74
D	50-59
F	<50

Note: the grading rubric is a rough guideline, and may change based on the overall distribution of the class.