

# 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.