

6 Interaction Design (HG)

- (a) During a practical session you were asked to create a working Weather App for a chosen primary stakeholder that works on a desktop or a laptop. This was supposed to be done in three stages: (i) gathering requirements and data, (ii) designing a Low Fidelity (Lo-Fi) prototype, and (iii) implementing a High Fidelity (Hi-Fi) prototype.

Describe the four different kinds of stakeholder in a CUSTOM analysis. For each, provide an example stakeholder from the Weather App. [8 marks]

- (b) Explain what Lo-Fi Prototyping is and what Wizard-of-Oz Prototyping is. List three different kinds of Lo-Fi prototypes other than Wizard-of-Oz Prototyping. Discuss why Lo-Fi Prototyping is considered to be advantageous over Hi-Fi Prototyping. [6 marks]

- (c) A company has designed two screen layouts for the home page of a Weather App illustrated in the figure below (Layout A and Layout B). Explain what Hick's Law and Fitts' Law predict. Use Hick's Law and Fitts' Law to compare the two screen layouts (Layout A and Layout B), and explain which layout you think would be faster for users to use and why. [6 marks]

