Project Assignment 2: Prototype Version 1
CS 5317 Human-Computer Interaction

Do:
1. Develop at least three metaphors for the interface; pick the one you believe best.
2. Develop a PICTIVE prototype with your users.
   a. Continue with the users you interviewed in Assignment 1.
   b. Record the session with a camcorder.
3. Based on the PICTIVE prototype, develop a prototype interface with a toolkit or with another program you'd prefer (e.g., PowerPoint) You do not have to implement application functions, but the prototype should appear to run, even if the output is pre-determined. The prototype should be aimed at the key tasks you identified in your task analysis report. Concentrate on these key tasks rather than adding bells and whistles to the interface.
   a. For teams building an iPhone app: You will probably want to consult the iPhone Human Interface Guidelines, available at http://developer.apple.com/iphone/. The prototype can be built using the interface-builder tool in Apple's iPhone SDK 3.0 (UTEP is registered as an official developer; the tools are available at LACIT or could be downloaded to your own computer).
   b. For teams building an Android app: You will want to look at the resources for Android developers, available at http://developer.android.com/resources/index.html, and check out the SDK, available at http://developer.android.com/sdk/index.html.

Turn in a report containing the following sections:
1. A discussion of the three metaphors, indicating their strengths, weaknesses and why you chose the one you did. Use the Carroll, Mack and Kellogg paper in your analysis.
2. A report of the process and resulting design from your participatory PICTIVE prototyping session(s)
3. Documentation for the prototype, including rationale for design decisions.
4. A user's manual for the prototype, which should be as brief as reasonably possible
5. A brief description of which team member did what part of the assignment
6. A statement signed by all members of the group that all members of the group contributed their fair share of the effort on the assignment.

Post Turn-In items 1 through four to your project Web page as Assignment 2.