

Produce a prototype application for the iPhone

The Assignment Continued

After gaining a better understanding of the smart phone applications market, your potential target audience and the type of application you would like to design; your task is to produce a prototype application for the iPhone. This will involve carefully documenting the design process and illustrating all the decisions that will lead you to your final design proposal. Not forgetting all the design production documents that will give shape to your user interface and contribute to the overall user experience.

You will also be required to conduct a task analysis to envision the scope and function of your application. In addition to this, creating paper prototypes for preliminary testing with end users can help you to discover potential usability problems before you invest a lot of time developing a working prototype of your iPhone application.

Requirements and Deliverables

To successfully submit your work for this assignment you will need to hand in .pdf files of all your design documentation:

- interaction maps,
- wireframes,
- design concepts,
- paper prototypes,
- formative evaluation results.

Please make sure that all your work is clearly labelled with your student details. All work should be uploaded to a shared server at PCA.

Project Deadline

The project is due at the end of class on week ten (30/03/16).

Project Objectives

- Create documents that illustrate the design process.
- Explore formative testing methods.
- Capture and document user feedback.
- Identify and resolve potential usability issues.
- Contribute to the overall user experience of your product