Assignment Goals:
- Develop proficiency in a conceptual/sketching oriented prototyping tool
- To understand the design/implement/validate cycle of the UCD process and the role of prototyping in it

eLabMatch.com: Find your next lab partner online!
You are asked to develop a web application that determines who should be your next lab partner based on a series of interactions on a website. You can make some initial assumptions about the site:
- Users come and register for free on the site.
- Your solution must include a login/logout facility of some kind.
- There must be some form of data collection around how the users express preferences, skills, etc.
- The output format can be up to you, but the end goal is to match a student with other students who would be good partners on lab projects.
- You must create the prototype(s) in the Pencil tool (see below).

Problem-solving process:
Your process for doing this lab should follow the UCD process “in the small.” Namely:

2. Understand the context of use –
Create simple “personas” for each type of student that could use the site. These can be simple in that you do not have to write multiple paragraphs, just a few sentences.

3. Define the User & Business Requirements
Document any further assumptions you have about both the technical and non-technical requirements of the site.

4. Produce Design Prototype in Pencil
Use the Pencil tool to create an initial prototype

5. Test Design Prototype
Have a “partner group” review your prototype and provide you feedback as to whether it is “directionally correct.”

Then iterate! Based on the feedback from the partner group, go back to steps 2 and 3 and revisit your contextual, user, and business requirements, and then revise your prototype.

Submission:
I expect you will be able to do 2 prototypes, an initial and a revised based on feedback. For your lab submission:

1. Have a Word or Text document (remember to put your names on top!) that captures your activity each step of the problem-solving process. Namely:
   a. Write down the personas (2)
   b. Write down any assumptions (3)
   c. You will do the prototype (4) in Pencil as described below – but in the Word document I want you to indicate (1) what tasks you envision the user needing to do, and (2) what the navigation graph is through the pages you create. You can use Powerpoint if you like to draw simple graphs, and cut-and-paste into Word.
   d. Record the feedback made by your partner group (5)
   e. When you revise your initial prototype, indicate why you made the changes you did in response to the feedback in step 5.

2. For step 4, you will create prototypes in Pencil. Be sure to save each of the prototypes you do and clearly indicate which one is the initial and which is the revised.

3. Zip or Jar the document and the prototypes and submit them via Moodle.

Pencil:
Pencil is an open source UX prototyping tool available from http://pencil.evolus.vn/en-US/Home.aspx. You can install a standalone desktop version (cross-platform) or a Firefox plugin, or both. I do not expect you to become experts on this tool in the span of one class session, but it is pretty intuitive to get started and create initial mockups.