

Initial Prototyping Results

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This is a suggested outline for the Prototyping results document. Adapt as you see fit.

1. Objectives

Describe the critical issues and risks that the prototype is attempting to describe, any uncertainties that the prototype is trying to address.

2. Approach

2.1 Participants

- Describe any participation on the part of the clients in the prototyping effort: e.g., changes requested after initial evaluation.
- Describe how effective was the prototype in overcoming initial IKIWISI (I Will Know It When I See It) client expectations.
- Mention whether this is the first prototype, or a revised one, including changes suggested by client, etc.

2.2 Prototyping

- Mention the tool that you used to develop the prototype and the reasons for choosing that tool.
- Describe how adequate the tool turned out to be to your needs, or whether you are contemplating using a different tool.

Example: *"We started by creating a Web based prototype. But we decide to move to Microsoft Access since the system does not require public access and will be used only at the reference librarian desk".*

3. Initial Results

For each aspect of the system that you prototyped, describe the:

a. Current way of performing activity

Example: *"Currently, to reserve a room, patrons go and look at the Facility schedule and look for empty slots."*

b. Proposed way of performing activity

- Include screen shot of relevant prototype screen
- Brief explanations on how system will be used as illustrated by prototype screen (You may annotate explanations directly on screen shots).
- You may propose multiple screens, and indicate which one your client preferred (or maybe hasn't decided yet one to use).

Example: *"ScreenName1: After entering date, Patron clicks on 'Find Unused Time Slot' button to obtain a list of all the time slots when the Seaver Auditorium is not booked. ScreeName2: Patron enters Date and Time, and clicks on 'Check for Availability' button, to obtain whether the Auditorium is available on that day and time, or not. The patron*

keeps trying until he finds a available slot".

4. Conclusions

List by order of priority the items that you will be looking into next, i.e., the most critical risks that you hope to elicit by doing further prototyping.

Example: *"Current prototype suffers from navigability problems: the client complained that she was getting lost. We will be looking into improving usability and navigability using frames, site map, etc."*