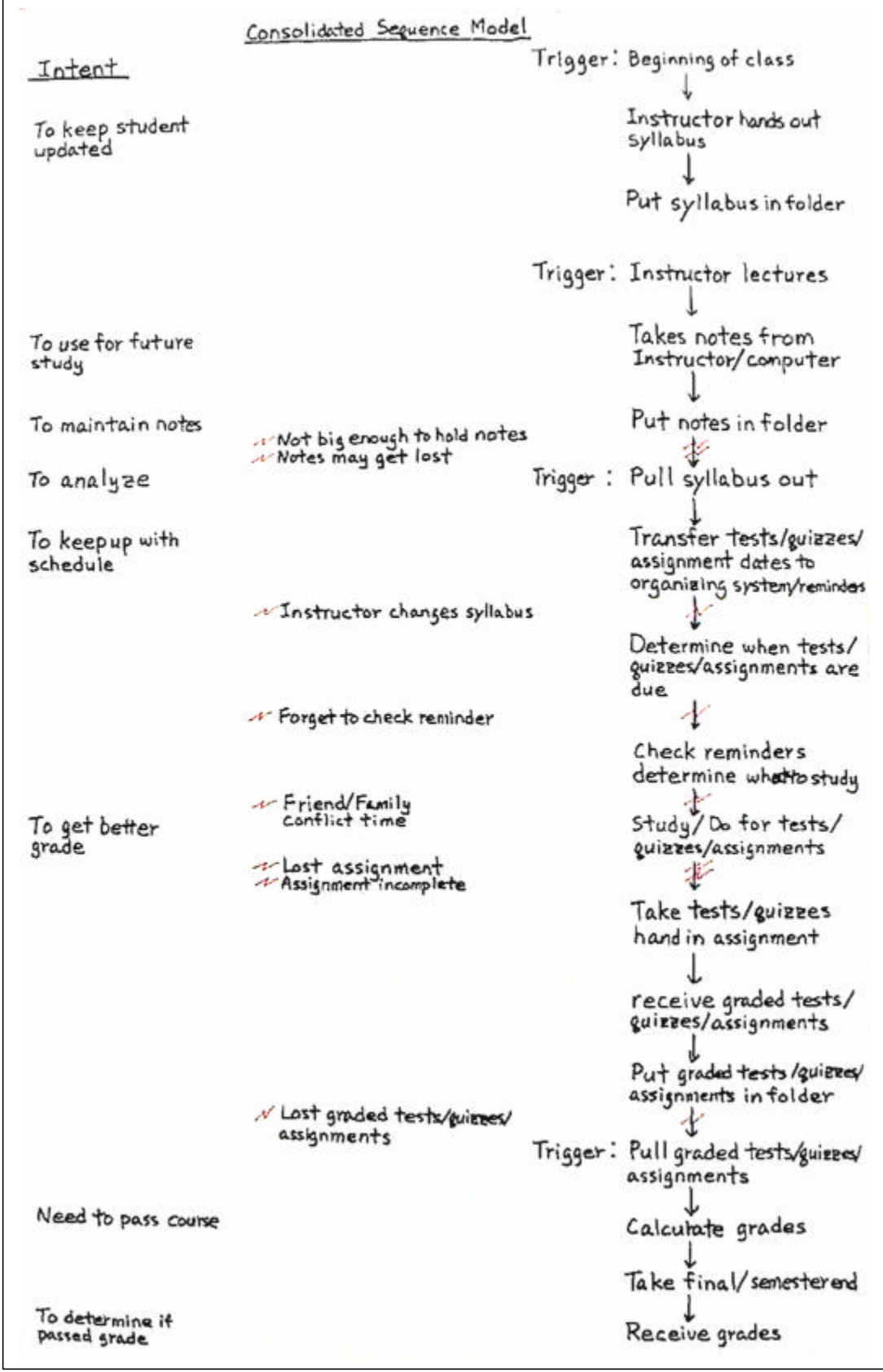


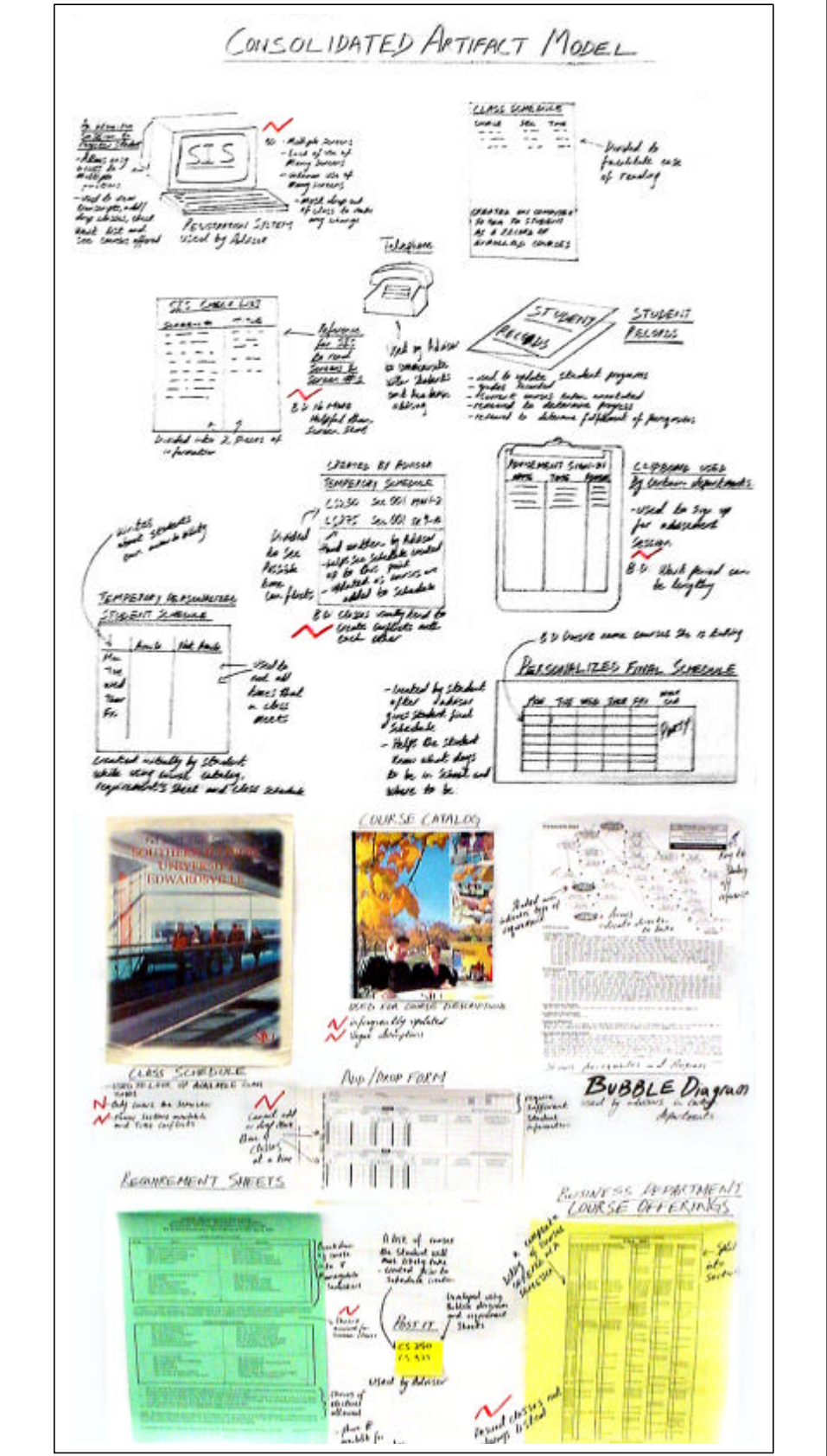
HCI: User Modeling and Prototype Testing

USER MODELING: Work models provide a language to describe the work being done and a visual representation of the data collected. The models are created in a team interpretation session. This allows team members to share their views and drive toward a shared understanding of the data. Students are asked to focus on three of the five possible models:

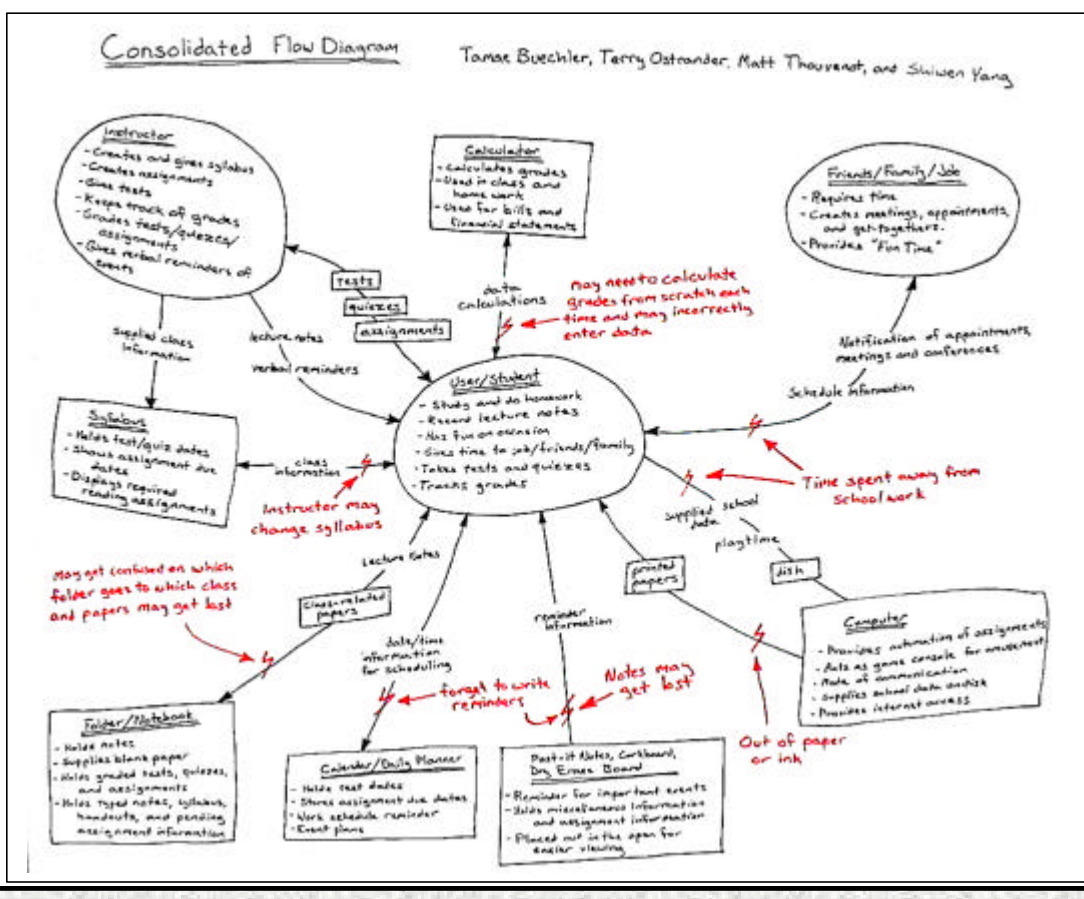
1) Sequence Model: Indicates the steps taken to perform a task; Reveals strategies for accomplishing tasks.



2) Artifact Model: Model of items used in the process; Reveals ways of organizing and communicating information.



3) Flow Model: Indicates who is performing what tasks and how activities are coordinated. Reveals roles and lines of communication



PAPER PROTOTYPING

The interface is created first using pencil and paper. With the paper prototype the user is asked to try out specific set of tasks. This type of **lo-fidelity testing** allows the designer to get quick feedback, and to iteratively refine the design. It also serves to invite the user in the design process.



Students take this information and create a working **hi-fidelity prototype** using GUI Language such as Visual Basic.

