

# Alternative mockups

2nd assignment

## Aim

This assignment is aimed at developing information architecture mockups that show how users will be able to achieve the goals defined in the first assignment.

## Description

In this assignment students create interactive wireframes. Each group member is expected to create own interface. Mockups have to present alternative way of the navigation and organization of the information. Mockups can be developed using rapid prototyping tools, such as:

- Axure (installed in the faculty computer classes) – universal prototyping tool with which both mockups (2nd assignment) and prototypes (4th assignment) can be developed.
- Balsamiq (30 day trial) – simple mockup tool appropriate only for the developing mockups (2nd assignment).

You can use other tools, as well.

## Requirements

1. In this assignment, mockup – interactive wireframe.
2. Mockups must have home window with essential user goals.
3. Mockup must have at least 7 screens.
4. At least 1 user goal must be completely developed: from the home to last task screen. If the one task requires less than 7 screens, then second essential user goal has to be developed.
5. Mockup must contain an example of system messages.
6. Mockup should not contain graphical décor elements, such as colors or fancy fonts.

## Assessment

**Project short title: creator**

**Grade**

Grade = 0.7 \* Essence + 0.3 \* documentation - penalty for delay

Assessment criteria	Max
<b>Presentation and documentation</b>	<b>10</b>
Presentation contains essential assignment aspects	5
Mail letter contains short project title, assignment title, attached document	5
<b>The essence: mockup</b>	<b>10</b>
Information architecture is designed	2
Number of windows meets the requirements	2
Home page contains essential user needs	1
At least one essential user task is complete	1
Mockup contains an example of system messages	1
Mockup does not contain redundant graphics	1
Mockup is interactive	1
Links between windows are correct	1
<b>Delay</b>	<b>2</b>