Micro-Survey

• Is a wireframe high-fidelity?
  – No; it clearly doesn’t look like what you’d see when you started the system. It doesn’t look “done”.

• What is an easier way to take multiple designs and merge their best aspects?
  – First, agree on criteria for which you’ll choose “best aspects”. Choose, then decide if any relate to the same concept. You should know from your UED what things you are trying to put into the design (e.g. navigation, functionality) so using the organizing concepts (grouping, structure, relationship, balance) can also help decide “best” and often how to merge them.

• Does a hybrid trace come before or after other prototypes?
  – Before – you do these kinds of traces and design sketches to move even faster to low-fidelity prototypes

• Examples of some of the Gestalt principles?
  - Proximity?
  - Similarity: Shape? Orientation? Size?
  - Continuity?
  - Closure?
  - Principle of Area: Ground? Figure?
  - Symmetry?

Principle of Area: Ground? Figure? Symmetry?

No hint, beats me
Change color, nickname
Mouse-over tool hints

## Presentation Evaluations

- Each team (as a group) will turn in ONE evaluation for each presentation.
- Evaluation form is slightly different – space your team name and who’s here today.
- Each person should take their own notes during the presentation.
- AFTER the presentation, we’ll take 3-5 minutes for the team to fill out the eval form.
- GOALS: Less repetitive comments for the presenters, more opportunity for you all to bounce ideas prior to giving feedback, more timely feedback to presenters.