

EXERCISES 5, Week 7

13, 14, 15: **Conceptual Model and UI Mockups**

For the in-class case of Pizza Web Shop (during re-engineering phase), select a representative subset of tasks (2-3), e.g. finding a daily menu, booking a table, signing up/in, ordering a pizza, payment, or other important tasks of your selection. Be innovative --you want to bring new values to your users-- but remember there are business goals too!

Individually or in group of two (no more), create a Conceptual Model Design and UI Mockups for your implementation of Pizza Web Shop in following steps:

Define whether your application is process or product oriented. Identify the products or processes. Design presentation rules for products or processes. Design rules for windows in terms of use and behavior. Identify major displays and define how functionality and information is divided across the displays. Define and design major navigational pathways -- how to move between the displays. Design carefully the navigation and select which items (e.g. menu, buttons) and dialog boxes initiate the actions, and what are the completing dialogs.

Document the presentation rules in a style guide.

Sketch out a MockUp based on your CMDs (you can use pen and paper, or an HTML editor/Flash/vector graphics/VB or other prototyping tool) and provide enough details in explanatory notes, so an actual implementation would be possible and an evaluation with used is facilitated. Remember, however, that the UI is not yet set in stone at this phase.

More info: select a small subset of functionality and focus on the most important issues (e.g. the parts that most of the users will use, the critical situations and locations, major pathways). Sketch the UI design to establish enough context for users to understand the navigation and task. Include some content, however, this is not the focus of this task. You can use explanations and comments (in empty windows) if necessary, to help the user understand the general purpose of each window. Build the mock-ups using paper (screen size) or implement the design mockup in an HTML editor/Flash/vector graphics/VB or other prototyping tool.

Document the process in the style guide.

!! Important: Make hard-copies of your work. Take the copies of the documents, sketches and print-outs with you to the demo. Print your name on them!! They will be collected for evaluations after demo. In order to complete the exercise, you shall come to the demonstration and be ready to present and discuss your solutions. Contact Roman if something is unclear. Send an email with the style guide by midnight before the demos to Roman Bednarik (firstname.lastname@cs.joensuu.fi), subject: UE demo 5 and take part in the demos.