HCI 2025



# Mid-Fi Protoypes

**Human Computer Interaction**

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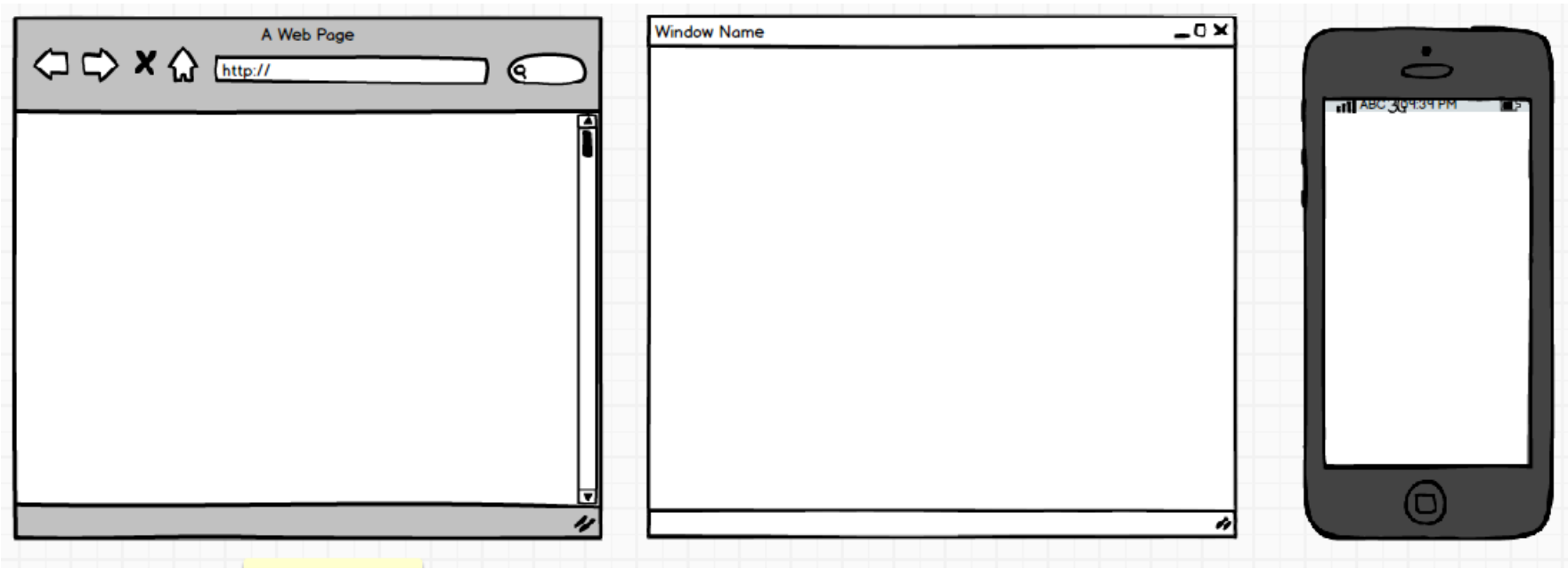
# Computer Prototypes

- Interactive software simulation
  - Renders user interface
  - Accepts some user input
  - Responds by switching pages
- Medium-fidelity or High-fidelity in look & feel
- Low-fidelity in depth
  - The human operator in paper prototyping is aware of the algorithms

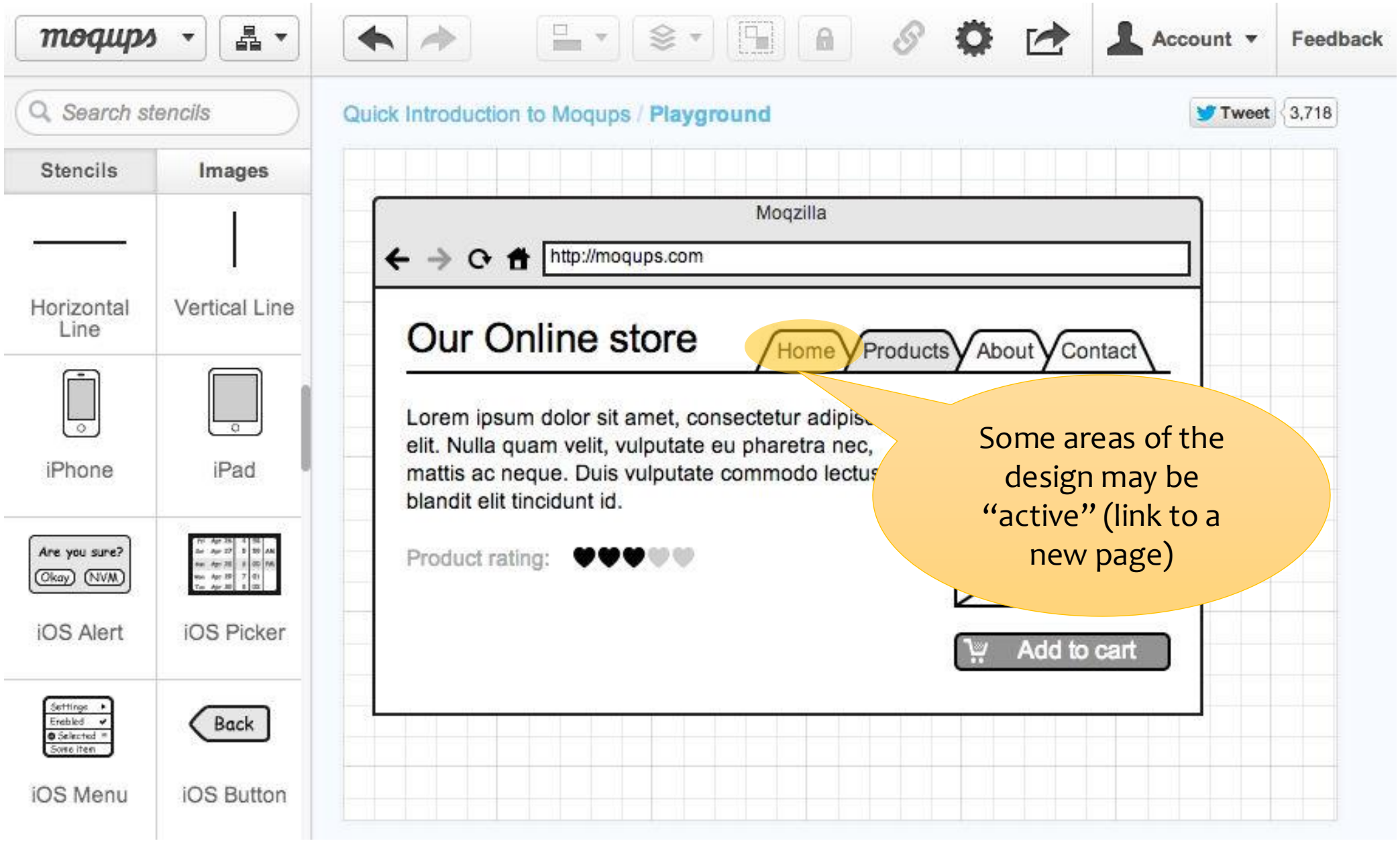
# Medium-fidelity

- Also known as “Mockups” or “Wireframe interface”
- Design of a single screen or a set of connected screens (following a task)
- “Wavy” or “imprecise” drawing (inspired by hand drawing)
  - Want to convey the impression that the design is still preliminary
  - Mostly gray scale (or black and white)
- Usually static information (predefined pages, only)
- May suggest user device

# Wireframes For The Three Interfaces




Web Desktop Mobile


moqups
Account
Feedback
Search stencils
Quick Introduction to Moqups / Playground
Tweet
3,718
Stencils
Images
Horizontal Line
Vertical Line
iPhone
iPad
iOS Alert
iOS Picker
iOS Menu
iOS Button
Moqzilla
http://moqups.com
Our Online store
Home
Products
About
Contact
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elit. Nulla quam velit, vulputate eu pharetra nec,
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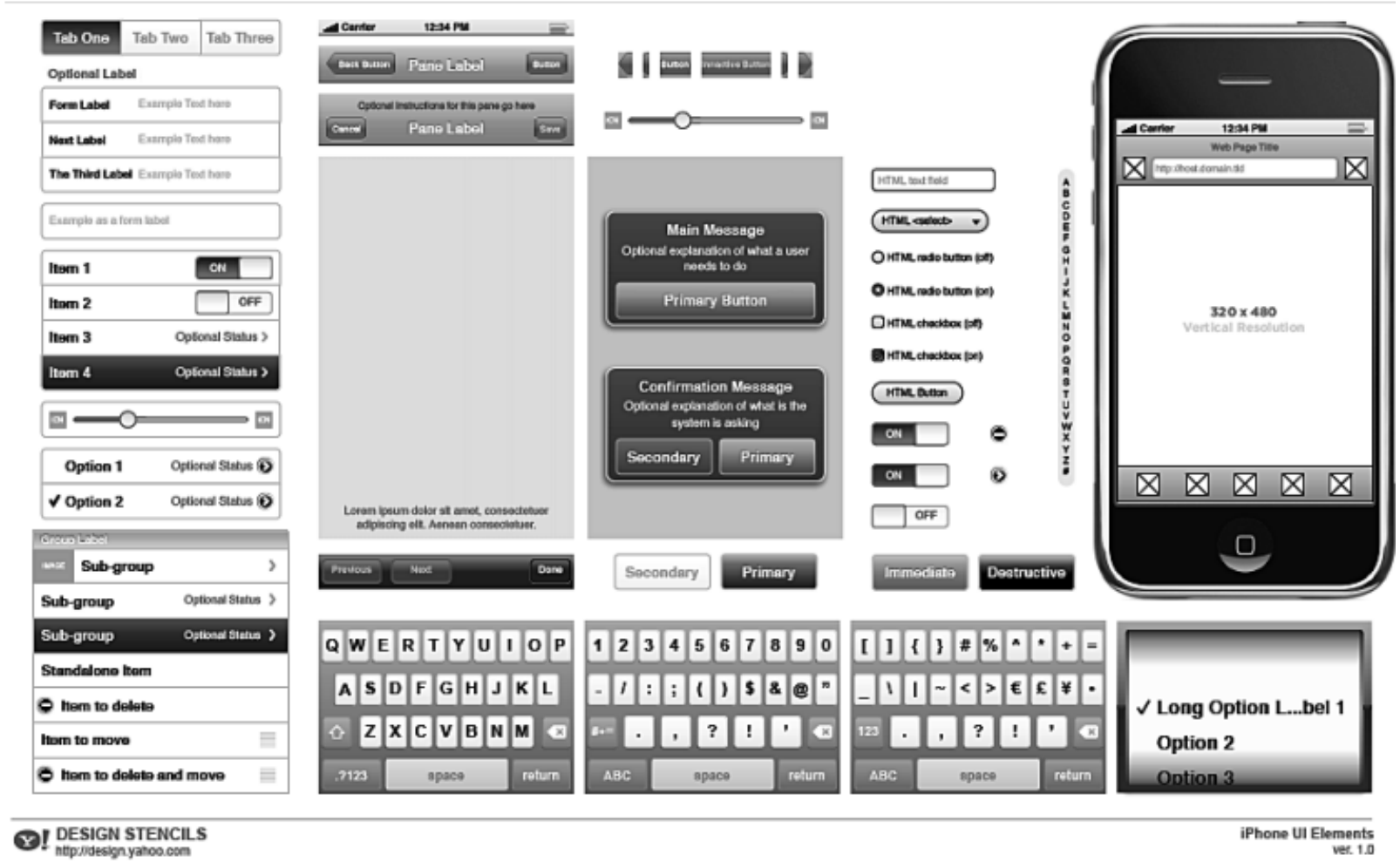
blandit elit tincidunt id.
Product rating:
Add to cart
Some areas of the design may be "active" (link to a new page)

# UI Design Libraries

# Stencils For UI Elements



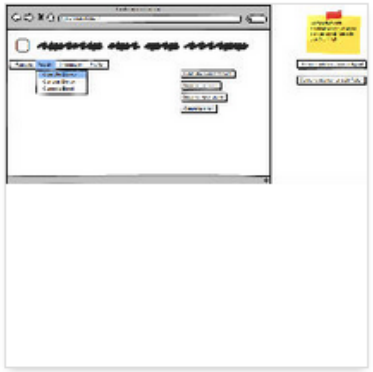
# Some Tools For Med-Fidelity Prototyping


https://www.figma.com
https://www.figma.com/education/


https://balsamiq.com/wireframes/
https://balsamiq.cloud/


https://moqups.com/

# Example

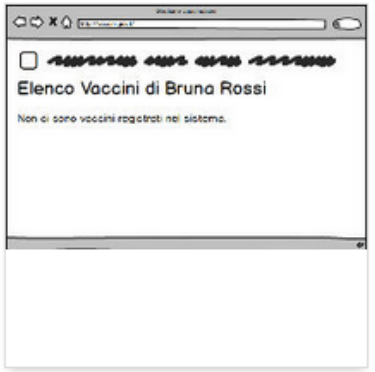


Step 1 e B-Step 1


Step 2 3

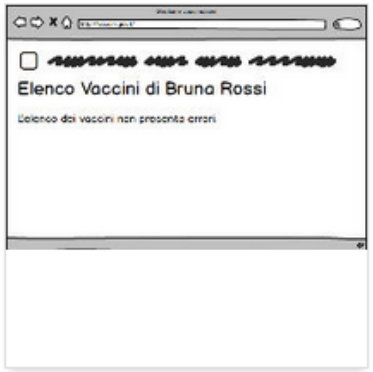

Step 4 5a


Step 2a




Step 4b

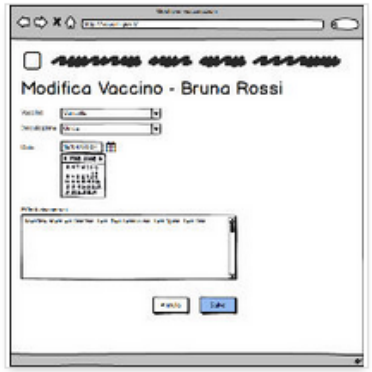





B-Step 6


B-Step 5a1 5a2


B-Step 5a3 5a4




B-Step 5c1 5c2


B-Step 5c3 5c4

# PowerPoint-based Interactive Mockups

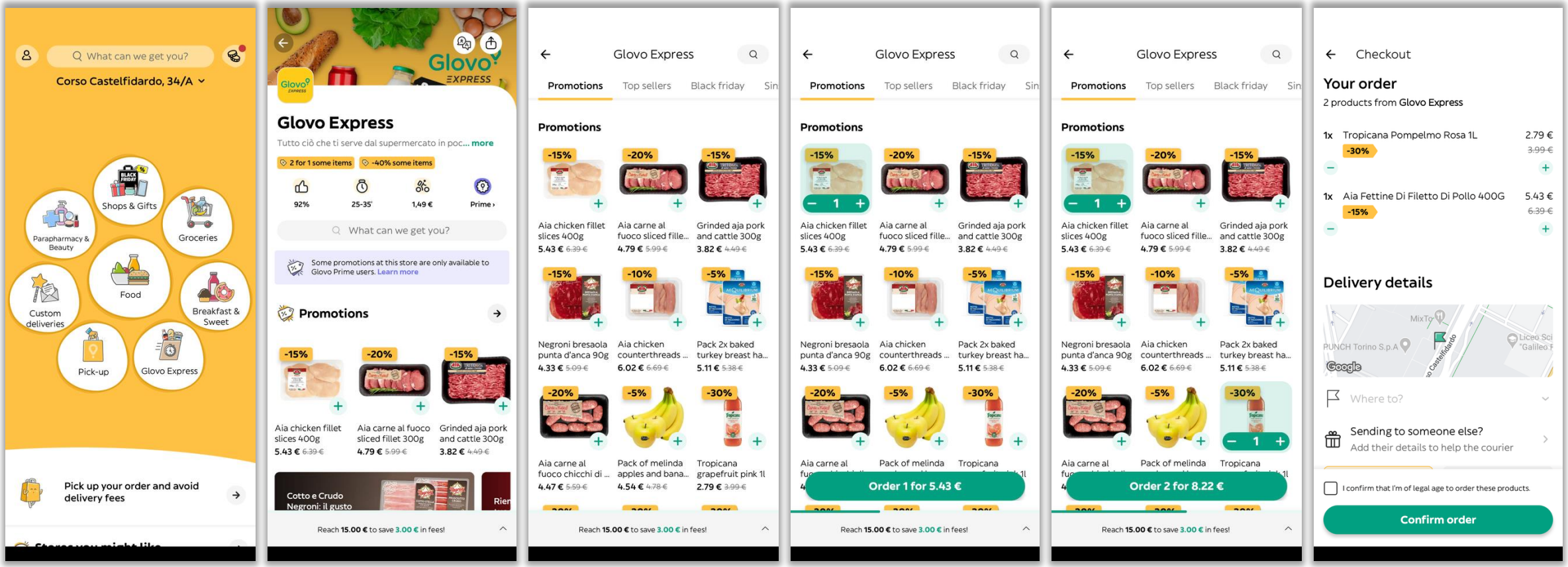

# Tools' Drawbacks

- Click, not interact
  - No text entry, no data entry, no real selection of listed data
  - Widgets aren't active
- Paths are static
- The tester is engaged in a "hunt for the hotspot", to find the (few) only widgets that really clickable
  - Good for testing understanding of the UI and the workflow
  - Not good for testing the UI behavior

# Exercise


- Learn Figma by doing!
  - Take a finished product and retrace the steps of the original designer to understand its logic in drawing the flow of a certain task.
- **TARGET PLATFORM:** Glovo
  - **Task:** Order something from the promotions available on Glovo Express, a 24/7 Micro Fulfilment Centre, also known as a Glovo Supermarket (see the next slide for the complete user flow).
  - **Goal:** Create a medium-fidelity prototype for the Glovo's task using Figma:
    - Simplify and strip down the task to its core component, deciding the key elements to represent and which placeholders to use
    - Create a wireframe by connecting the different screens through Figma interactions
- Share a link to your Figma prototype on Telegram (topic: "in-class exercises")

# Glovo Express User Flow




[An example of a possible solution…]

Taken from: https://medium.com/@stavroulagregoriou/mid-fidelity-prototyping-what-a-glovo-express-0757204faadd

# References and Acknowledgments


- Google, Begin Today With Rapid prototyping, https://www.youtube.com/playlist?list=PL9KVIdeJ2K8NDpsiyYpcbB_qifd3y5CYZ
- MIT, http://web.mit.edu/6.813/www/sp18/classes/11-prototyping/#reading_11_prototyping
- Scott Klemmer, Storyboards, Paper Prototypes, and Mockups, https://youtu.be/z4glsttyxw8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