

# Mid-Fi Prototypes

User Experience Design

Alberto Monge Roffarello

Academic Year 2024/2025

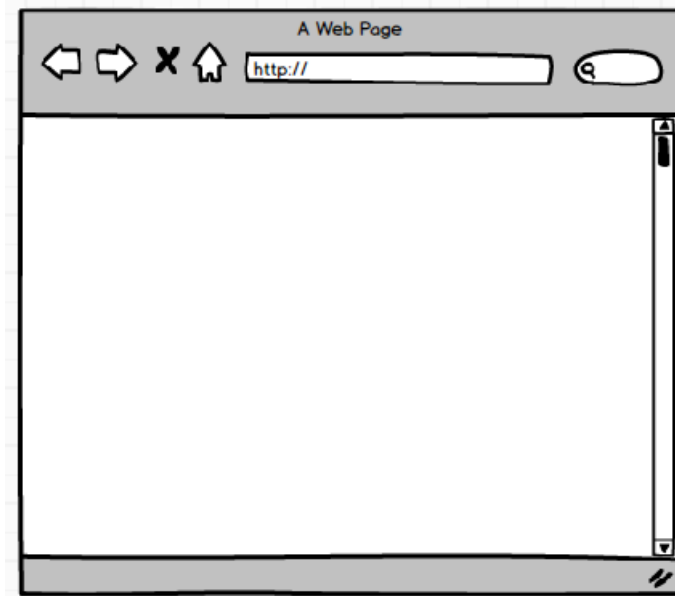
# Computer Prototypes

- 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

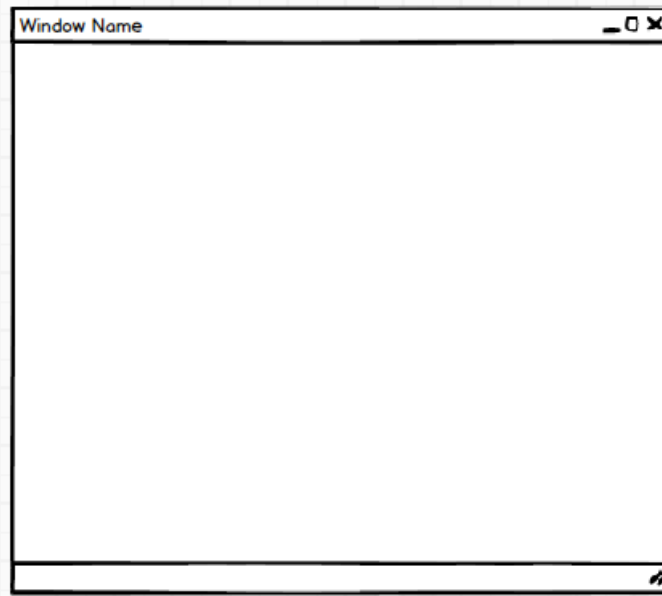
# Medium-fidelity

- 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

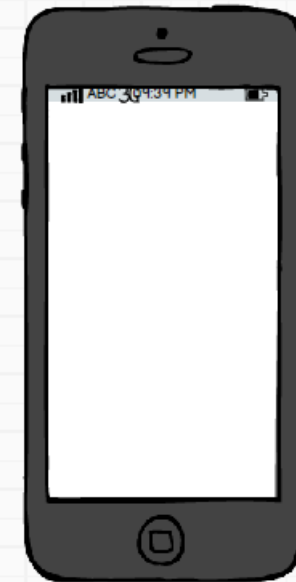
# Wireframes For The Three Interfaces



Web



Desktop



Mobile

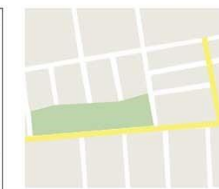
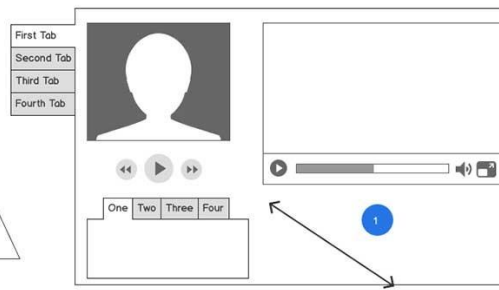
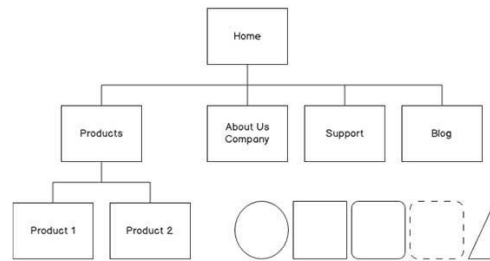
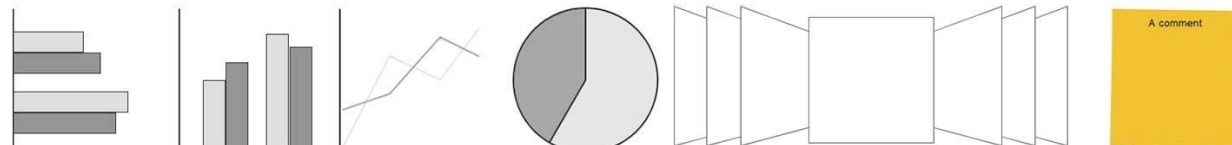
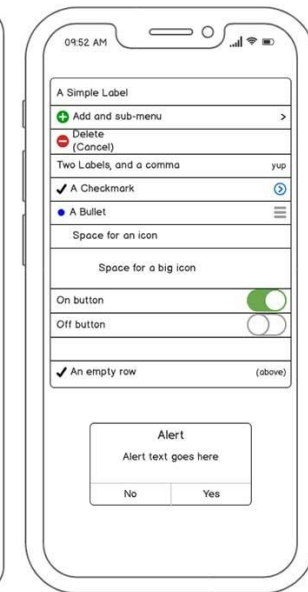
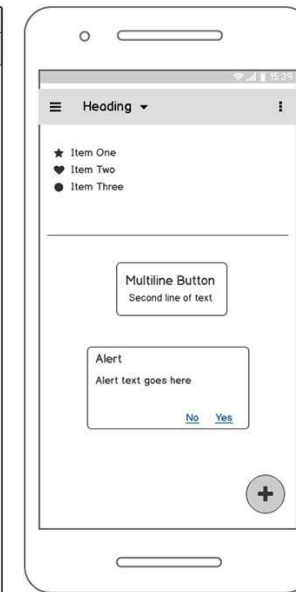
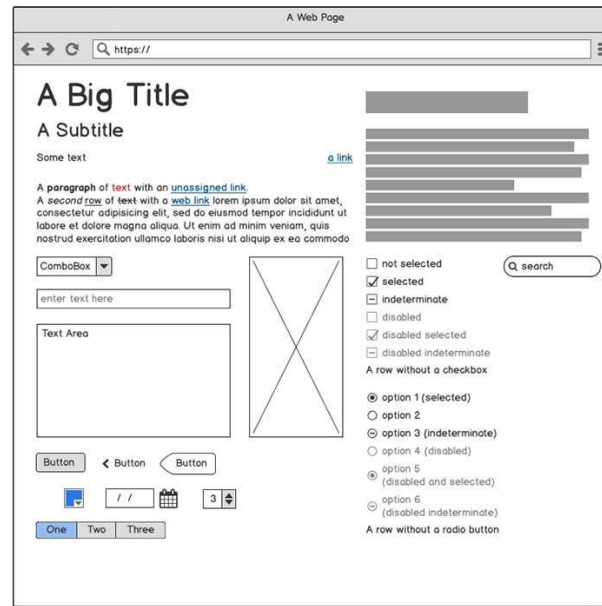
Search stencils

Quick Introduction to Moqups / Playground

Tweet 3,718

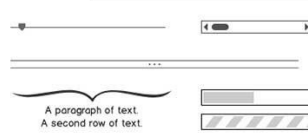
Stencils	Images
Horizontal Line	Vertical Line
iPhone	iPad
iOS Alert	iOS Picker
iOS Menu	iOS Button

# UI Design Libraries



Multiline Button  
Second line of text

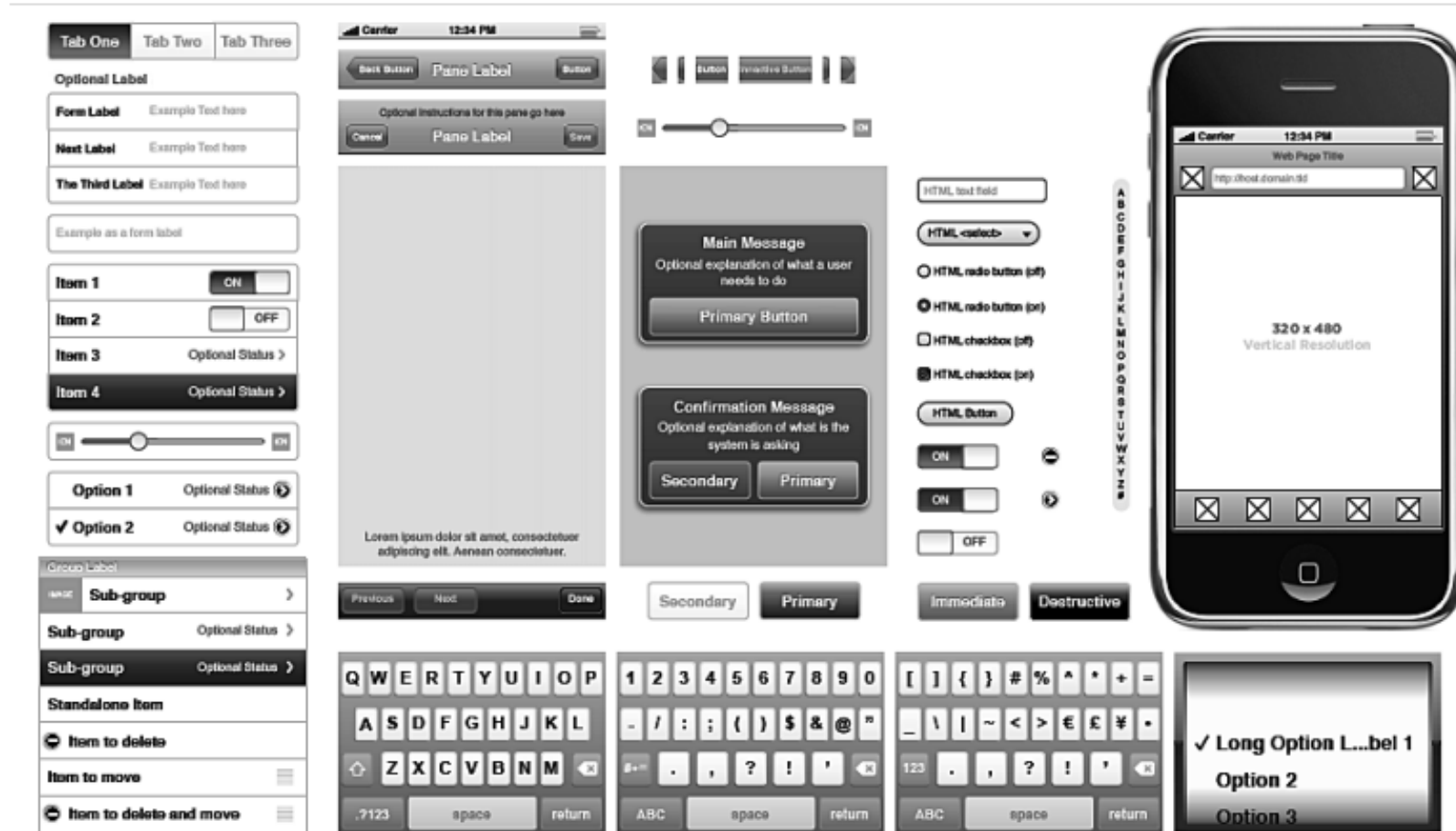
Name (job title)	Age	Nickname	Employee
Giacomo Guizzoni Founder & CEO	40	Peldi	<input checked="" type="checkbox"/>
Marco Bolton Tutore	38		<input checked="" type="checkbox"/>
Mariah Macdochian Better Half	41	Patata	<input checked="" type="checkbox"/>
Valerie Liberty Head Chef	35	Val	<input checked="" type="checkbox"/>
<a href="#">Data Grid Docs</a>			<input type="checkbox"/>



- Open CTRL+O
- Open Recent >
- Option One
- Option Two
- ✓ Toggle Item
- Disabled Item
- Exit CTRL+Q

- Use I for closed folders
- Use F for open folders
- You may also use this
- and this
- or this
- and this
- or even this
- and this
- Use - for a file icon

# Stencils For UI Elements



# Some Tools For Med-Fidelity Prototyping



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



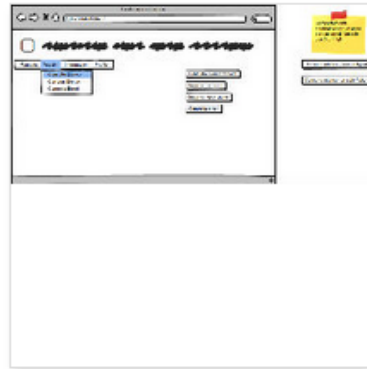
<https://balsamiq.com/wireframes/>  
<https://balsamiq.cloud/>



<https://moqups.com/>



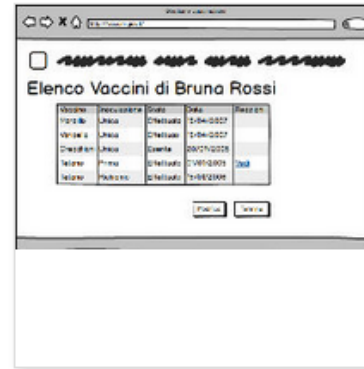
# Example



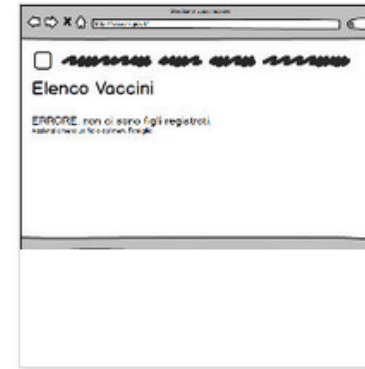
Step 1 e B-Step 1 ▾



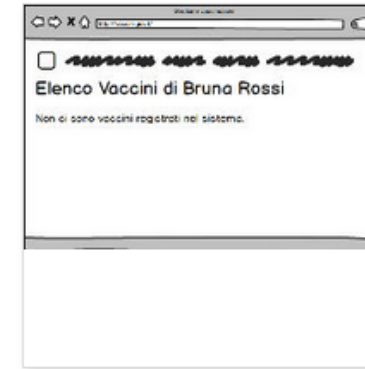
Step 2 3 ▾



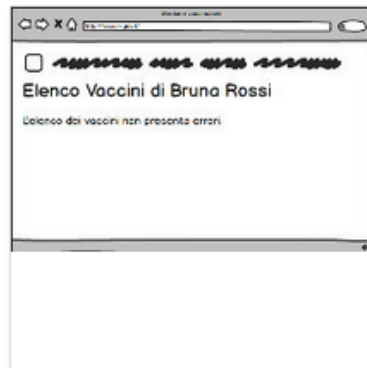
Step 4 5a ▾



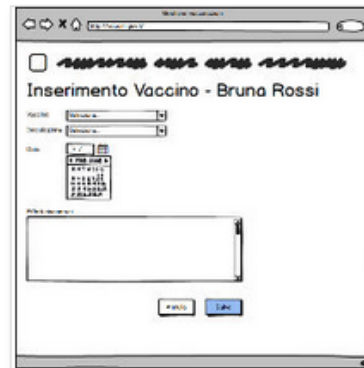
Step 2a ▾



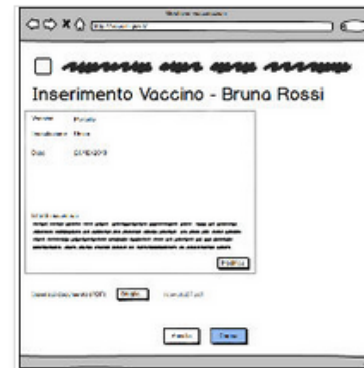
Step 4b ▾



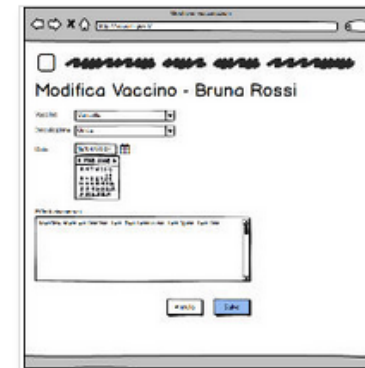
R-Step 6 ▾



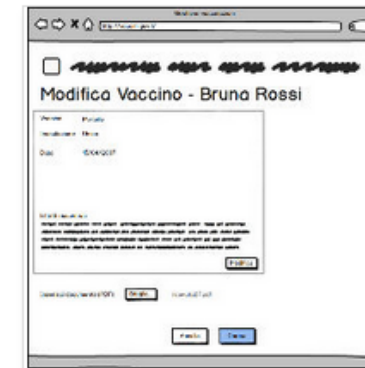
R-Step 5a1 5a2 ▾



R-Step 5a3 5a4 ▾



R-Step 5c1 5c2 ▾



R-Step 5c3 5c4 ▾

# PowerPoint-based Interactive Mockups



# Tools' Drawbacks

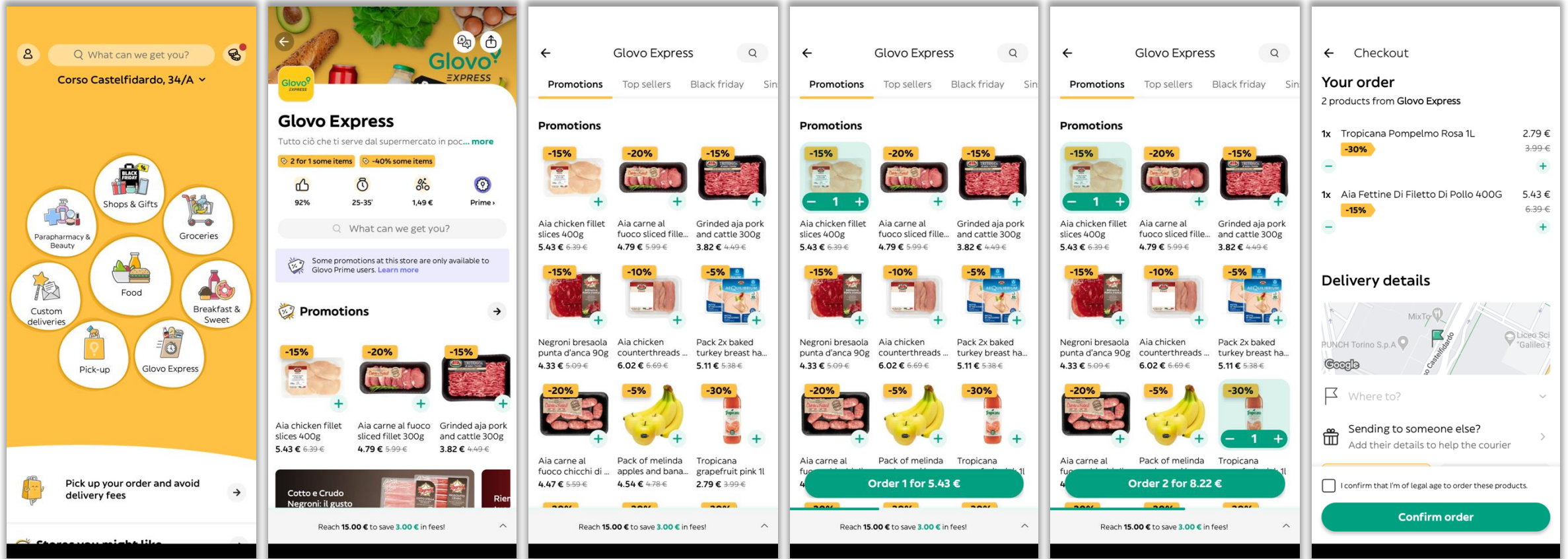
- Click, not interact
  - No text entry, no data entry, no real selection of listed data
  - Widgets aren't active
- Paths are static
- The tester is engaged in a “hunt for the hotspot”, to find the (few) only widgets that really clickable
  - Good for testing understanding of the UI and the workflow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

# 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](https://www.youtube.com/playlist?list=PL9KVIdEJ2K8NDpsiyYpcbB_qifd3y5CYZ)
- MIT, [http://web.mit.edu/6.813/www/sp18/classes/11-prototyping/#reading\\_11\\_prototyping](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>
- Most of the slides are adapted from those used in the "Human Computer Interaction" course of Politecnico di Torino
  - <http://bit.ly/polito-hci>



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