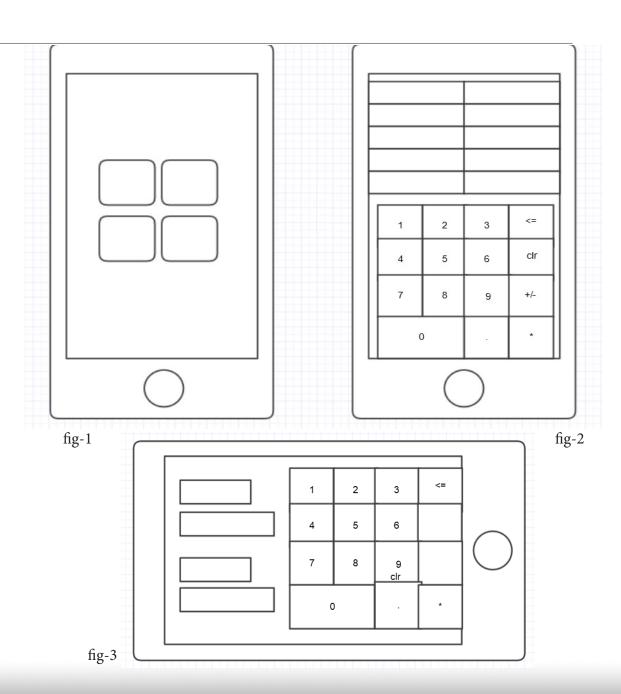
Wireframes

Create wireframes to structure your interface. These have the 4 basic conversion units in fig-1, a scrolling choice section with a number keypad under it as seen in fig-2 or the landscape version with an input area with a selection area directly under it and the keypad on the side in fig-3.



SCENARIO 1

Julia is traveling and needs to figure out the conversion of money for the country she is in. She has to pay the cabbie \$20. How much is that in US currency?

SCENARIO 2

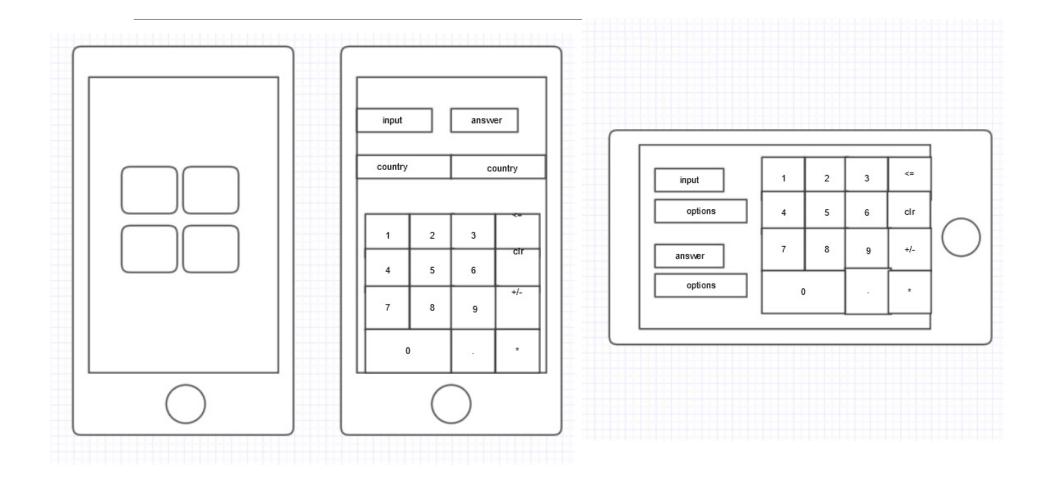
Rob is trying to follow directions and needs to convert miles to kilometers. His directions say 9 miles. How many kilometers does he need to go?

SCENARIO 3

Dean is cooking a recipe from another country which uses metrics. He needs to convert the measurements so he can make it. His first ingredient is 1/2 liter of milk. How many cups is that?

Conduct usability test 02 using paper prototypes

Refine Wireframes

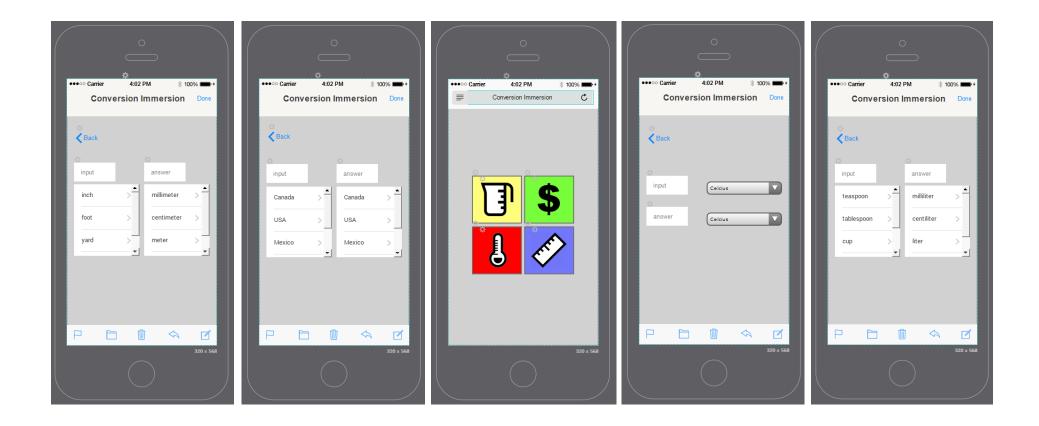


Refined wireframes after conducting user tests.

Wireframes/Prototype



The keypad was not working well with the input section.



They need to be refined again. The keypad was found to be unusable. Some of the input areas allowed for the letter/number keypad to pop up from the bottom of the screen making the keypad superfluous anyway.





Some of the comments:

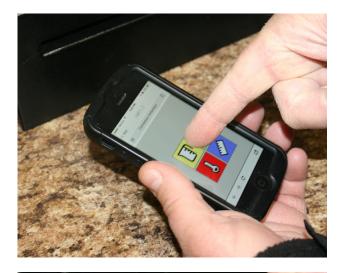
"Why can't I touch this? It won't let me convert. There are no instructions. It won't give me an answer."



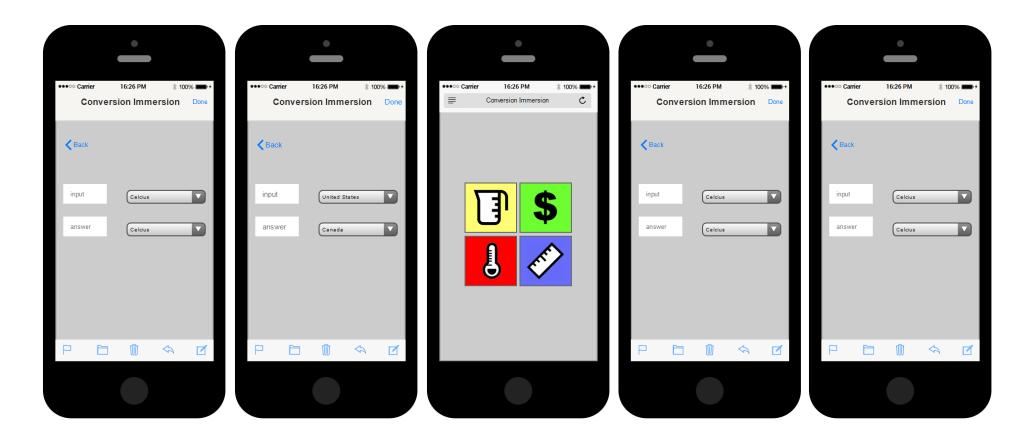


"I don't know what to do. It needs more instructions. Other than the instructions, it is self-explanatory."

I couldn't find the 'done' button. It would be fine if I could figure it out.







I am still tweaking some of the features and getting others to work properly but the prototype shown here can be found at

https://www.justinmind.com/usernote/tests/13811681/13813005/13813088/index.html