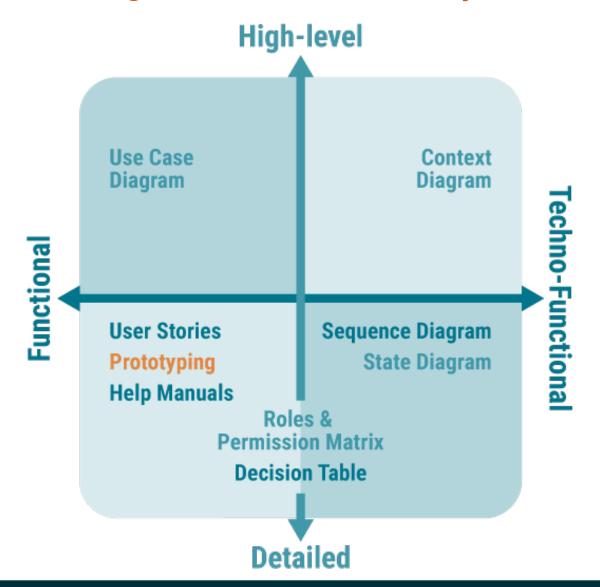


Prototyping Techniques for
User System
Interaction
by Gaurav Joshi

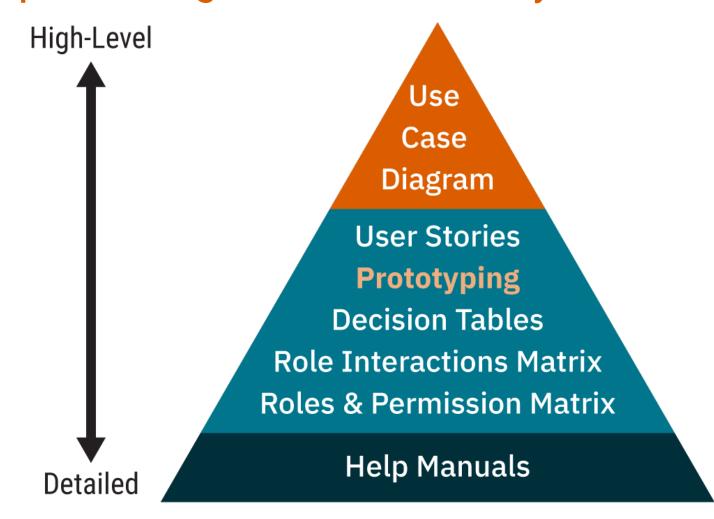


### Techniques Categorized for User System Interaction





### Techniques Categorized for User System Interaction







Describe User
System Interaction
using Prototyping



### Example: How to describe these users' interaction with the system

- Training Management Platform
- Provides a common place where trainer creates trainings and trainees attend them
- Platform providing end-to-end training lifecycle functionalities
- Roles?











## **Example Use Cases**

**Trainer** 



**Create training** 

Add training content

Add training evaluation

**Answer queries** 

**Conduct training** 

**Modify training** 

Delete training

Raise training invoice

Search training

View training

View results

**Print results** 

View reports / trends

**Register Profile** 

Calculate trainer's fees

**Publish results** 

Training
Auto-evaluation

Trainee



Attend training

Undergo training evaluation

**Submit queries** 

Rate training

Pay for training

**Process invoice** 

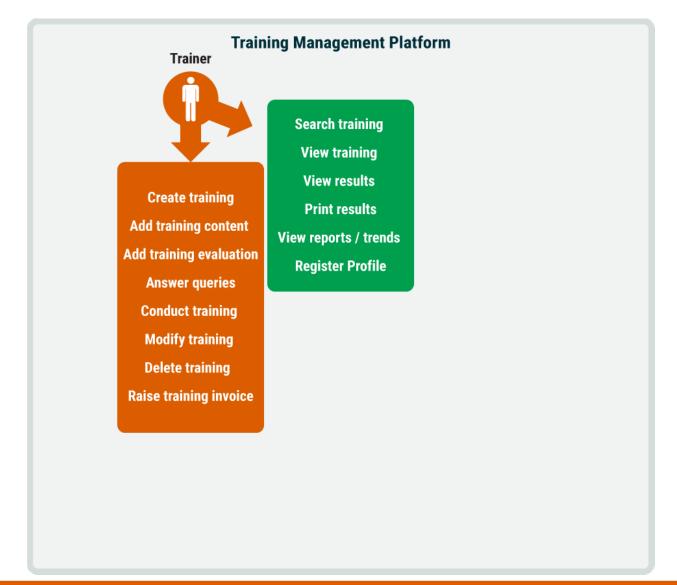
Pay the trainer







# **Training Management Platform**





# **Training Management Platform**





### **User Story: Create Training**

#### **User Story Structure**

- Who: As a trainer
- What: I want to create training
- Why: So that I can publish it on training management platform

### **Acceptance Criteria**

- Given: (some context) The trainer has registered profile
- When: (some action is carried out) The trainer enters all the relevant mandatory details about training
- Then: (a particular set of observable consequences should obtain) A training is created



### Prototype Approach

#### **Throwaway Prototypes:**

• Generated with simple tools (such as paper and pencil, a whiteboard, or software) to serve the goal of uncovering and clarifying requirements.

#### **Evolutionary Prototypes:**

 Are created to extend initial requirements into a functioning solution as requirements are further defined through stakeholder use.



## **Create Training Example Prototype**

Training Name	
Training Description	
Training Thumbnail Image	Browse Upload
Training Duration	Select Hours - Select Mins
Training Audience	- Category -
	- Subcategory-
Training Price (in USD)	
Training Content	Browse Upload
Create Cance	Reset



### 'How to': Prototyping

- 1. Define the scope of user interaction that you want to describe using prototyping e.g., is it a modified functionality or a new one; or is it a complete system or partial system.
- 2. Select prototyping approach. E.g., use of throwaway or evolutionary:
  - If you want quick feedback, without investing lot of time and effort, go with the throwaway approach.
  - If you have access to specialized tools to create prototypes and you are proficient with it as BA, then you can use the evolutionary approach.
- 3. Go through multiple iterations with involved users and stakeholders.



### 'How to': Prototyping

- 4. Set expectations. If it is a throwaway prototype, let the stakeholders know about it explicitly.
- 5. List expected output, fields or pieces of information.
- 6. Assign limited set of values to these inputs e.g., think about providing dropdown instead of open text fields.
- 7. Think from end user's perspective to finalize fields for prototype.
- 8. Group / categorize the information e.g., instead of having 100 fields about Personal Information, you can categorize them into Personal Details, Address, Contact Details etc.
- 9. You can use pen and paper to create such prototypes.



#### BABOK Guide ref: 10.36 Prototyping



#### Learn More

#### **User System Interactions Documents**

Describing User System Interactions: Introduction
Scoping User System Interactions Part 1
Techniques for User System Interactions Part 2
User Story-Technique for User System Interaction
Decision Table -Techniques for User System Interaction
Help Manuals -Technique for User System Interaction
Prototyping -Techniques for User System Interaction
Roles& Permission Matrix -Technique for USI

Roles & Permission Matrix – Basic & Advanced Use Case Diagram -Technique for USI Role Functionality Questionnaire Meeting Preparation Checklist Observation Steps - Technique Creating a User Story Template Example of a Help Manual



# **THANK YOU**

IIBA IS COMMITTED TO PROVIDING OUR MEMBERS WITH THE BEST BUSINESS ANALYSIS RESOURCES AVAILABLE.

