HCI FUNDAMENTALS 2026

CC BY NC SA

Medium Fidelity Prototypes

HCI Fundamentals

Luigi De Russis, Alberto Monge Roffarello

Academic Year 2026/2027

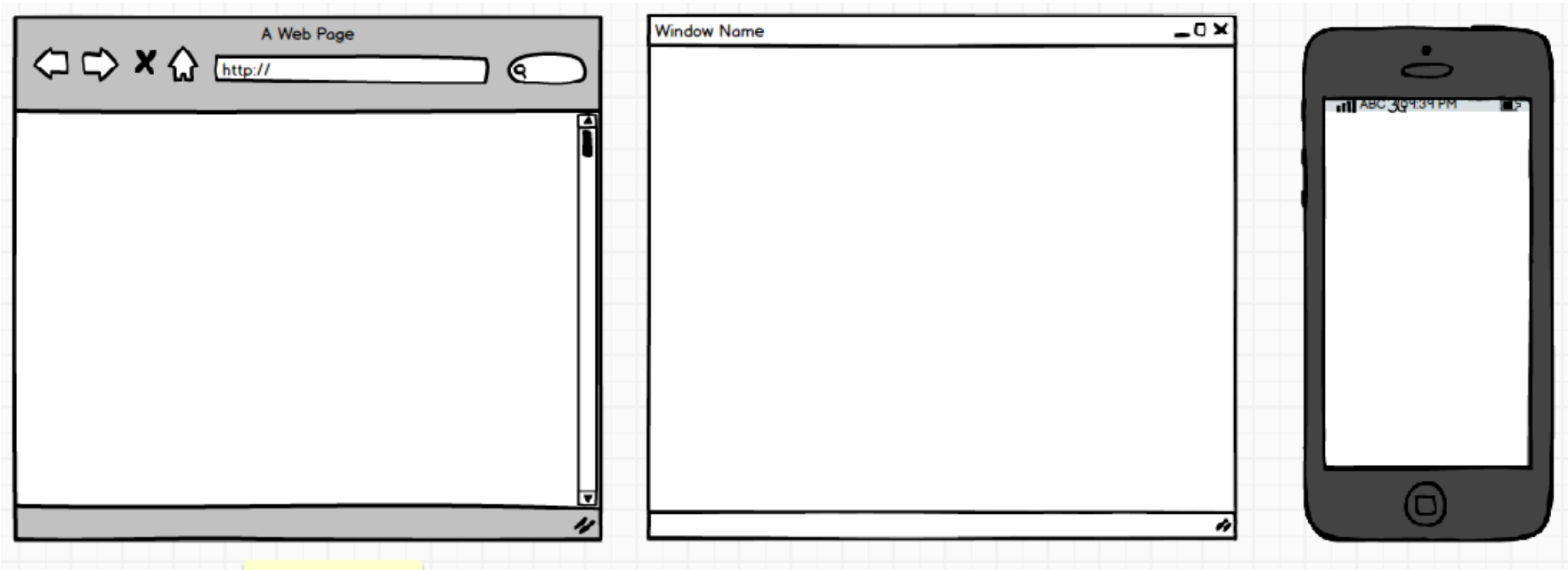
Computer Prototypes

- 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

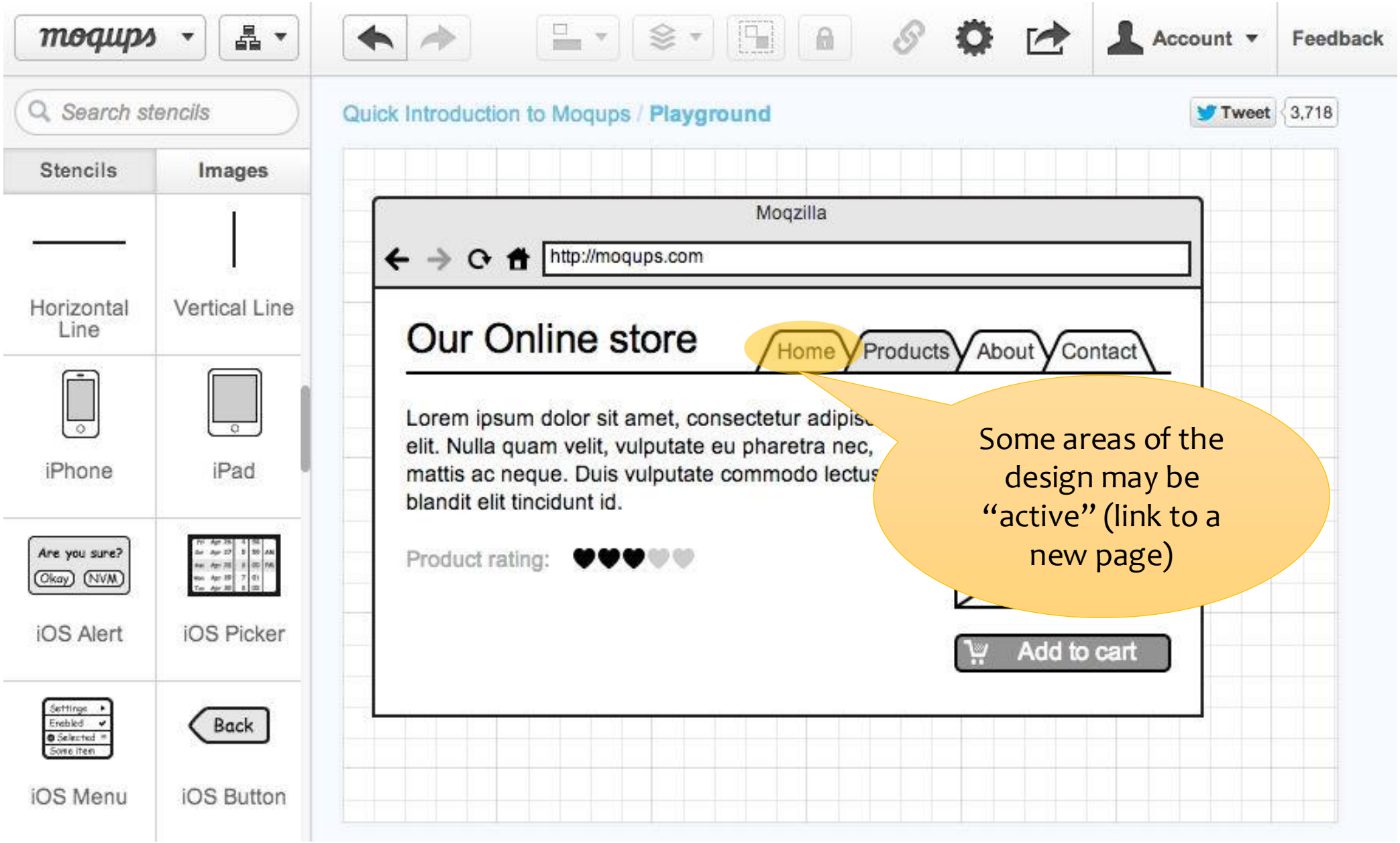
Medium Fidelity

- 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



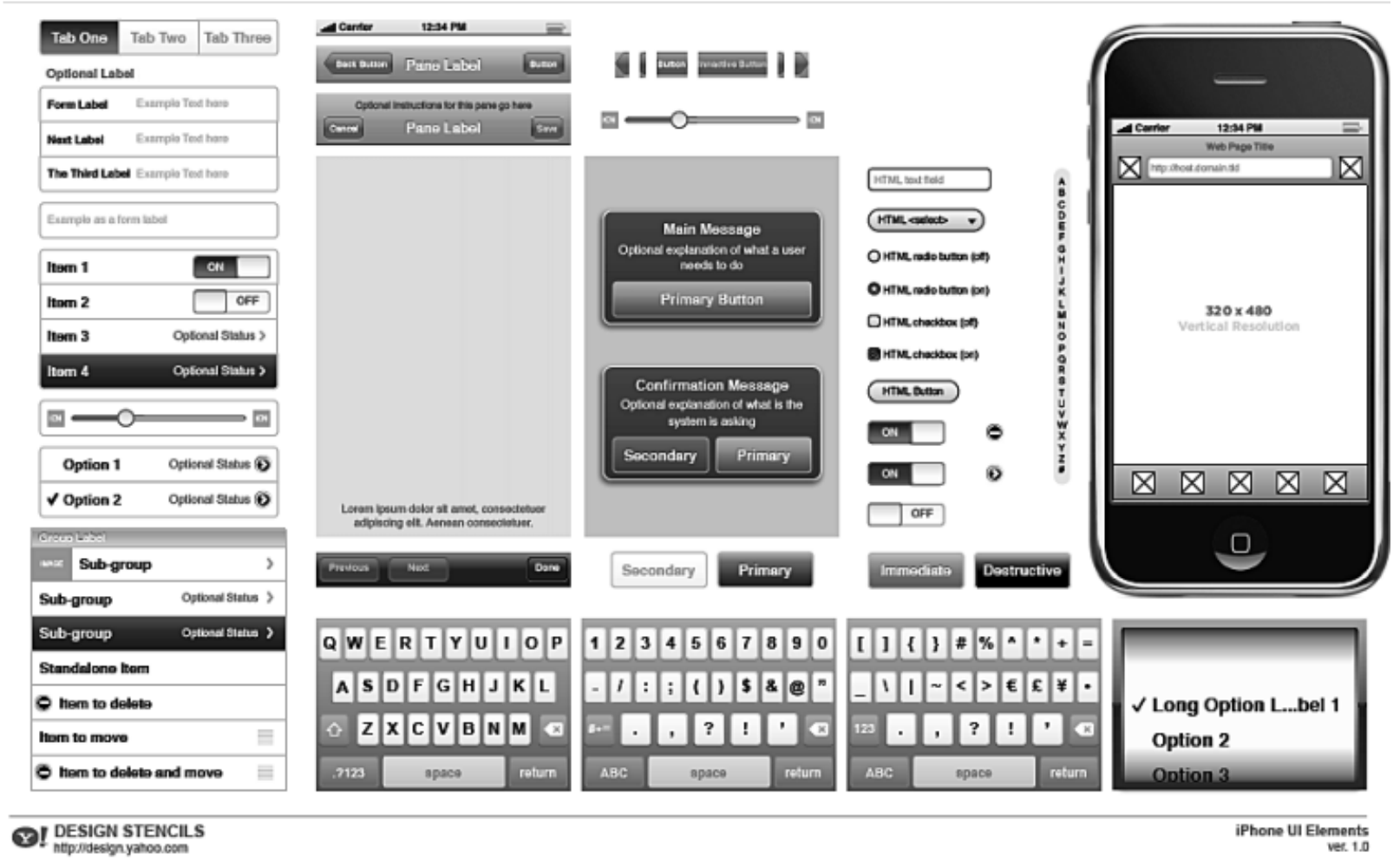
Web Desktop Mobile


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
Back
Mozilla
http://moqups.com
Our Online store
Home
Products
About
Contact
Lorem ipsum dolor sit amet, consectetur adipis
elit. Nulla quam velit, vulputate eu pharetra nec,
mattis ac neque. Duis vulputate commodo lectus
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 Medium Fidelity Prototyping



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

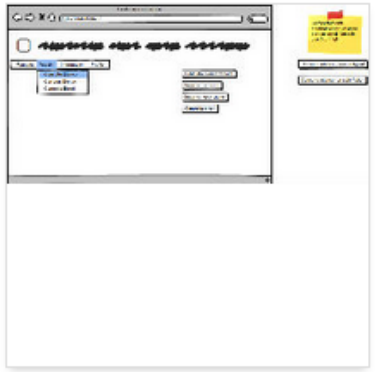


https://balsamiq.com/wireframes/
https://balsamiq.cloud/



https://moqups.com/

Example



Step 1 e B-Step 1



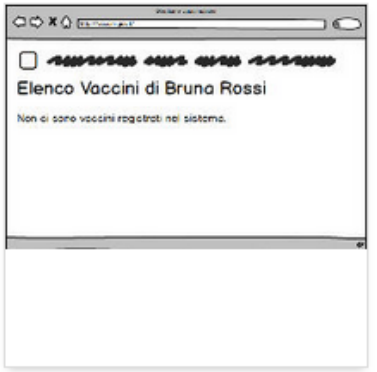
Step 2 3



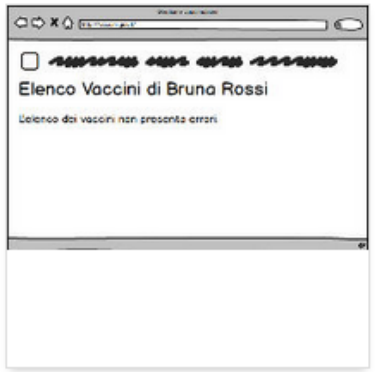
Step 4 5a



Step 2a



Step 4b



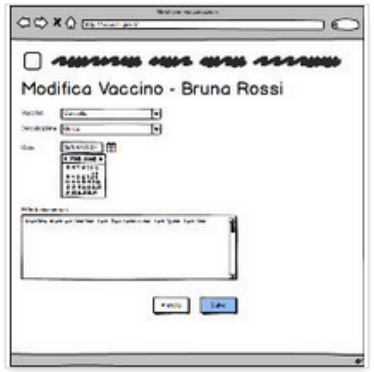
B-Step 6



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

Getting Started with Figma

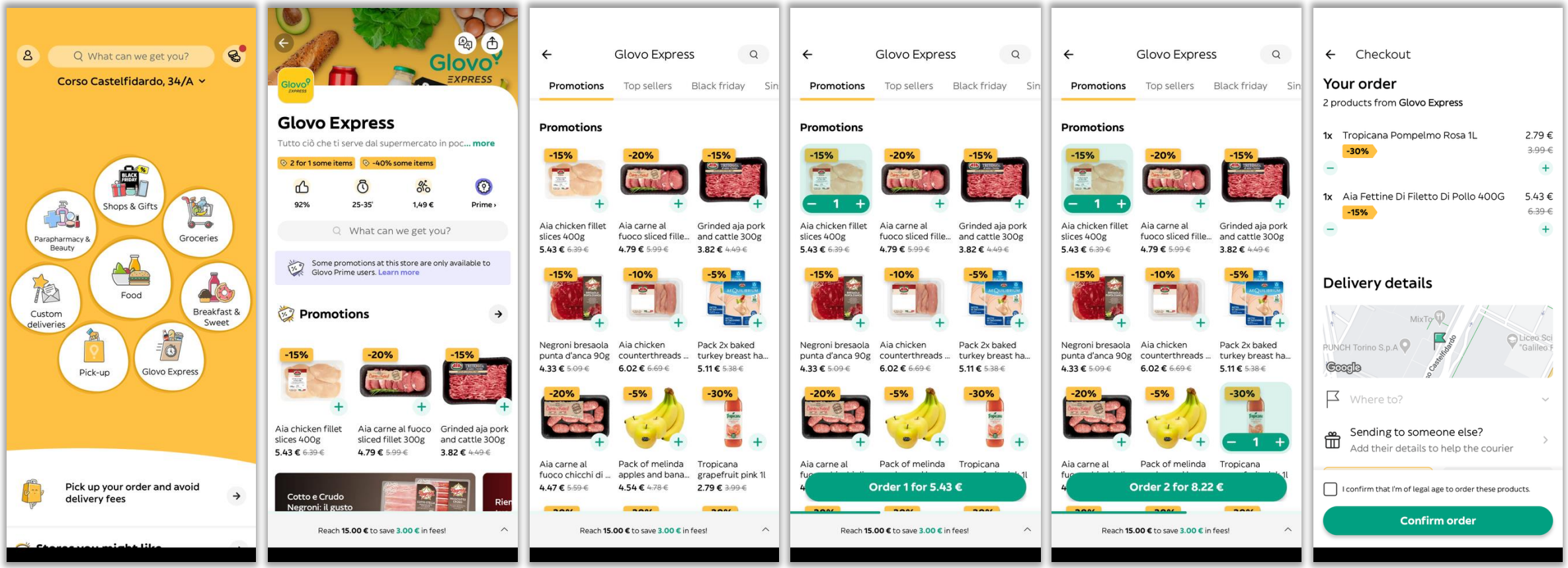
A short tutorial and an exercise

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

- Thanks to Fulvio Corno, past teacher of the course, for his work on some of these slides

License

- These slides are distributed under a Creative Commons license "**Attribution-NonCommercial-ShareAlike 4.0 International (CC BY-NC-SA 4.0)**"

- **You are free to:**
  - **Share** — copy and redistribute the material in any medium or format
  - **Adapt** — remix, transform, and build upon the material
  - The licensor cannot revoke these freedoms as long as you follow the license terms.

- **Under the following terms:**
  - **Attribution** — You must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use.
  - **NonCommercial** — You may not use the material for commercial purposes.
  - **ShareAlike** — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original.
  - **No additional restrictions** — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits.

- https://creativecommons.org/licenses/by-nc-sa/4.0/