Paper Prototyping
CS344 W08 Workshop

November 11, 2017
Today: Just handed in conceptual models. Start on paper prototyping. Design review on conceptual models.
Next week: Hand in paper prototypes and start on walkthroughs.
Long term: Discover what works and what doesn’t about different instantiations of the same conceptual model → converge to medium fidelity prototype.
What can paper prototyping help with?

**Proof of concept**

- Supports testing of mental/conceptual model user forms
  - Is it what you were going for?
- Rough (but flexible interface design)
  - Is the screen too crowded?
- Facilitate communication with users early on
- Can be useful for generating some requirements
Techniques know when to use them

Examples of paper prototyping

- https://www.youtube.com/watch?v=GrV2SZuRPv0
What goes into a paper prototype?

- All user views you want to test.
- A storyboard/logic diagram to be able to ‘run’ with a human computer.
- Interaction types, widgets, layouts...but not especially colours or fonts!
Brainstorm on APPROACH to paper prototyping

5 min - Brainstorm on the following topic: *What questions could you answer with the prototype?*

- “What widget is appropriate to use here?”
- “How should I display my trophy case?”
- “How will users interact with this?”

10 min  Affinity diagram your ideas
Write clusters of ideas/example questions on whiteboard.

3 min  Takeup/peer sharing
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Design reviews/free work time

When done brainstorming: start on prototyping workplan

- Remember: work in subgroups (pairs/3s)
- Each subgroup hands in a video of THEIR paper prototype
- Marks for checkpoint W09/Prototype assessment in W10
  Report will be a pair mark (not whole group).
- Within your project group:
  - Split up into pairs/sub-groups
  - Determine questions each will focus on with prototype
  - Then start prototyping!

Team order