

Übung 3 – Mensch-Maschine-Interaktion

Theme: Prototyping of a Media Player Application for Mobile Devices

Overall schedule:

The tasks should be solved in teams of three or four students (preferably the same teams as for exercise 1).

19.11.04: During the exercise: Introduction into paper prototyping method and work on part 1 of the exercise.

25.11.04: **Submit** your solution of part 1 by mail to **andreas.pleuss@ifi.lmu.de**.

26.11.04: During the exercise: Discussion of the results of part 1. Additional information for part 2.

02.12.04: **Submit** your solution of part 1 by mail to **andreas.pleuss@ifi.lmu.de**.

Part 1. Low-fi Paper Prototype

Create an application that allows to access and play a user's personal media files. It should support audio, video, and pictures. The media files are accessed via UPnP from a machine storing the personal media library.

Devices (each team selects only **one** device):

- Mobile phone *Siemens S65* (65K colors, 132 x 176 pixels),
<http://www.my-siemens.com>
- Mobile phone *Nokia 6600* (65K colors 176 x 208 pixels) <http://www.nokia.com/>
- Pocket PC *Toshiba e800* (65K colors, 480 x 640 pixels)
http://de.computers.toshiba-europe.com/cgi-bin/ToshibaCSG/product_page.jsp?service=DE&PRODUCT_ID=73095

Tasks:

- Describe the basic concept of your application (not more than 150 words and a sketch) – e.g. how is it used, who is going to use it, what are the goals, usage scenario.
- Identify the main tasks users are going to do and that are supported by the application
- Design and Prototype the key screens and the interaction for the main tasks using the paper prototyping method.
- Document the design (digital photos/sketches of your screens and the interaction performed).

Deliverable:

Design specification in a single PDF document. The document must be structured as follows:

- Concept (not more than 150 words)

- List of main tasks (not more than 10 tasks, each task not more than 40 words)
- Key screens and interactions for selected tasks (basically the photos/sketches of the design)

Please name your PDF file after the names of the team members!

Part 2. Click Dummy

Based on your design specification create a hi-fidelity prototype (click dummy). The prototype should provide a potential user the possibility interactively explore (try-out) your design.

Technology constraints:

- The click dummy should be on a web page (you are free to select the implementation language; possibilities are HTML/JavaScript, FLASH, etc.)
- The active screen size of the click dummy should be the same as of the target device
- The interaction methods supported should reflect the options on the target device (you only can click the hard buttons/joystick on the device)

Deliverable:

- The link to the web page presenting the click dummy. Please include the names of the team members in your email
- Source code of your click dummy in a single zip-file named after the names of the team members