Übung zur Vorlesung

Mensch–Maschine–Interaktion 1

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Sommersemester 2012
Design your own project
Iterative design

Observation

evaluation

implementation

design
Prototyping

document prototypes,
video prototypes,
wireframes
power-point
Prototyping

Fail early - fail often!

paper prototypes,
video prototypes,
wireframes
power-point
From sketch to prototype

Sketch

Evocative → Didactic
Suggest → Describe
Explore → Refine
Question → Answer
Propose → Test
Provoke → Resolve
Tentative → Specific
Noncommittal → Depiction

Prototype

From sketch to prototype

Elaboration
(opportunity-seeking: From singular to multiples)

Reduction
(decision-making from broad to specific)

Design Process

Figure 1. The “Circular” paper prototype

Figure 2. The “Tabular” paper prototype

Figure 3. The “Linear” paper prototype

How to

..:Paper, Cardboard, Transparencies
..:Tape, Glue, Rubber Cement
..:Pens, Pencils, Markers
..:Scissors
..:Plastic Tubes, Paper Cups, CD “Coasters”
Breakout session

45 minutes to develop a paper prototype.

It should represent the different views that you described in your storyboard.
In two weeks:
Paper + Video

..:Sequential
   emphasis on the transitions
..:Enacted
   shows people interacting
..:Contextual
In two weeks:

Paper + Video.

Enacted shows people interacting.

Contextual

Wednesday, June 13, 12
In two weeks:

Paper + Video

Sequential emphasis on the transitions:

Enacted shows people interacting:

Contextual

Wednesday, June 13, 12
Wireframes

1. For Q1 release, music search only
2. Related artists determined by user purchasing data mining
3. Album art to be approved by legal
Power point, or keynote...
Mock-up

1. [Image of people holding devices]

2. [Image of a device on a desk]

3. [Image of a camera]
High fidelity

HTML & Javascript
Java JFC/Swing / Visual C++, Visual Basic
Flash, Director
Mac Interface Builder
others... or a mix of the above!!!