Übung zur Vorlesung
Mensch–Maschine–Interaktion 1

Aurelien Tabard
Ludwig–Maximilians–Universität München
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Design your own project
Video prototyping
How to

.: Paper prototypes
.: Camera (phone camera is fine).
.: Transparent paper sheets

.: Rehearse - rehearse - record : no editing should be needed

.: Video prototyping by W. Mackay (2002):
   http://interaction.lille.inria.fr/~roussel/digital-library/media/2002-video-interactiondesign/3-prototyping.mov from minute 13:45
Example 1: super quick
Example 2: showing context
Example 2: showing context
Example 3: refined and illustrative
Example 3: refined and illustrative
Principles

>:Sequential:
  emphasis on the transitions

>:Enacted:
  shows people interacting

>:Contextual
Breakout session

2 hours to develop a video prototype.

It should represent the different views that you described in your storyboard.