Paper Prototyping

Interaction design SoSe 2016
Goals of Today

1. Get feedback on your storyboard (teams of 4)
2. Build your first prototype: The paper prototype
3. Evaluate your paper prototype
Storyboards

• Get in small groups (~4), share your storyboards briefly and give each other feedback.

• What was good about it? What can be improved? Was anything unclear?
Groups

- Brief #1: good Apps make good neighbors
- Brief #2: lost in the crowd
- Brief #3: share your story
- Brief #4: Garage Sale Helper
Sketching Technique: Wireframes
High Fidelity

Low Fidelity

Source: Peter Mah, http://ig.obsglobal.com/2012/10/sketching-to-make-great-user-experiences/
Wireframe sketches: Elements

- **Header**
- **Tab**
- **Filler text**

**Callouts**
Can show alerts, help, guidance or sketch annotations

**Drop Shadows**
Communicate depth and bring attention to callouts or popup boxes

**User Picture**

**Photo**

**Video**

**Pop-up Module**

**Arrows**
Larger ones can communicate weight, or act as labels

**Side-scrolling Module**

Source: Leah Buley
yes

no
next week....

**Wireframing software** (e.g., Balsamiq)
Shortcuts: Paper Prototypes with Office Supplies
Task

• Create the first paper prototype for your idea. Which elements of your storyboard include a user interface? What are the typical use cases, where can mistakes occur?

• Make quick, scrappy, low-resolution prototypes and focus on the critical elements. Your prototype is not precious, the info you get from sharing it is!
Evaluation

Facilitator

Human Computer

Observer