Prototyping for Web Interfaces

Medieninformatik Hauptseminar
Wintersemester 2009 / 2010
„Prototyping“
Protoyping for Web Interfaces

1. Reasons for Prototyping
2. Actors in the Design Process
3. Tools and Methods for Prototyping
4. Classifications of Tools for Prototyping
5. Discussion
1. Reasons for Prototyping

- Feedback from users in a very early stage of the project.
- Model for discussion within the design team.
- Room for creative and innovative solutions.
- Less work will be lost.
- Prototypes can translate between heterogenous assumptions.
2. Actors in the Design Process

- Graphic Designers
- Software Developers
- User
- Clients, Database Specialist, Editor, …

Heterogenous skills and requirements
3. Tools for Prototyping Web Interfaces

- Paper Prototyping
- PowerPoint Prototyping
- DENIM
- WARP
3.1 Paper Prototyping

- Usability testing
- Paper version of the interface
- Easy to create
- Cheap
- Good quality of user feedback
- Low Fidelity

Nielsen Norman Group (http://www.nngroup.com)
3.2 Prototyping with PowerPoint

- Introduced by Engelberg / Seffah 2002
- Principle of little boxes
- Uses Hyperlinks
- Slide Master can change overall design
- For detailed design and usability evaluation
- Limits: e.g. master cannot be used for dynamic navigations
3.2 Prototyping with PowerPoint

Hello World!
This is our website.
3.2 Prototyping with PowerPoint
3.3 DENIM: Computer-Based Sketching

- First introduced by J. Lin et al. 2002
- Visual language for sketching large and complex interface designs.
- Supports pen based computer interfaces
- Brings together site maps, storyboards and individual pages
3.3 DENIM: Computer-Based Sketching

3.4 WARP

- Introduced by Bochicchio and Fiore 2004
- „Web Application Rapid Prototyping“
- Based on existing models and tools.
- Online
- Environment consisting of several tools
- Supports the whole design process from requirements to coding
3.4 WARP
4. Classifications of Tools for Prototyping Web Interfaces

- Fidelity of the Prototype
- Horizontal and Vertical Prototypes
- Programming Skills
- Design or Implementation
4. Classifications of Tools for Prototyping Web Interfaces

<table>
<thead>
<tr>
<th></th>
<th>Paper Prototype</th>
<th>PowerPoint</th>
<th>DENIM</th>
<th>WARP</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Fidelity</strong></td>
<td>low</td>
<td>mid</td>
<td>low</td>
<td>high</td>
</tr>
<tr>
<td><strong>Vertical Pt.</strong></td>
<td>yes</td>
<td>no</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td><strong>Horizontal Pt.</strong></td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td><strong>Progr. Skills</strong></td>
<td>none</td>
<td>none</td>
<td>mid</td>
<td>high</td>
</tr>
<tr>
<td><strong>Focus on Design</strong></td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td><strong>Export Feature</strong></td>
<td>no</td>
<td>no</td>
<td>yes</td>
<td>yes</td>
</tr>
</tbody>
</table>
5. Discussion

• Can classification of tools for prototyping support the use of prototyping for web interfaces?