

## Übung Mensch-Maschine-Kommunikation

**Topic:** This exercise deals with rapid prototyping techniques for user interface design. Your group has to create a low-fidelity- (paper) and a high-fidelity- (e.g., Flash) prototype for a specific application scenario.

**Submission** is by email to [mmi1@hcilab.org](mailto:mmi1@hcilab.org)

**Paper Prototype** Send in a PDF document (exercise3-group<N>.pdf), containing a textual description of your scenario and key ideas. Furthermore, include pictures (photos, scans) of your prototype. **Deadline** for this submission is **Fri, 01.12.2006, 9 a.m.**

**Interactive Prototype** You must create a website that contains your interactive prototype (Javascript/Java-Applet/Flash). Send us a link to that website. Also send in a single zip-file (exercise3-group<N>.zip), containing the complete source code of your submission. **Deadline** for this submission is **Fri, 08.12.2006, 9 a.m.** .

### Task 1 (P) Low-Fidelity Prototyping

In this exercise your group has to develop an user interface for a media mash up application. Your application is meant to run on a mobile phone (i.e., Nokia 6630). In your application users should be able to combine different media types (i.e., text, photos, videos) into one new audio-visual mash up that could directly be posted to a blog or portal (e.g., MySpace, YouTube, personal blog).

To fulfill this task following steps need to be taken:

- a) Describe the basic concept of your application (not more than 150 words and a sketch).
- b) Identify the main tasks users are going to do and that are supported by the application (not more than 20 tasks, not more than 40 words for each task).
- c) Design and visualize the key screens of your application. Also model important interactions that users have to carry out. Utilize the paper prototyping technique (use up to 5 screens per task depending on task complexity).
- d) Document the design (digital photos/scans of your screens and the interaction performed).

As target device you should use the Nokia 6630 mobile phone<sup>1</sup>. This phone has a 1.3 megapixel camera, network adapter (GPRS) and a resolution of 176x280 pixel (16 bit color depth).

Please turn the page!

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<sup>1</sup><http://forum.nokia.com/devices/6630>

## **Task 2 (P) High-Fidelity Prototyping**

Based on your paper prototype and the feedback from the exercise create a high-fidelity, interactive prototype. The prototype should allow potential users to interactively explore (try-out) your designed application.

- The prototype should be published on a website (possible programming languages are Javascript/AJAX, Flash, Java, etc.)
- Use the same active screen size that the target device actually has. Use images of the target device for your prototype found on the exercise website<sup>2</sup>.
- Only use controls actually available on the device (i.e., Buttons, Joystick).
- Submit a link to your webpage and the complete source code of your prototype.

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<sup>2</sup>[http://www.medien.ifi.lmu.de/lehre/ws0607/mmi1/nokia\\_6630\\_images.zip](http://www.medien.ifi.lmu.de/lehre/ws0607/mmi1/nokia_6630_images.zip)