Prototyping Techniques

Lecture 4: Media Computing Project
Storyboard

• Comic style
• Tells a story around your system
  • can be based on your personas
• Hand-drawn (tablet ok)
• Used to motivate your design ideas
Paper Prototype

- Describes the interface of your system
- Multiple pages for multiple screens
- Hand-drawn with Post-its for Widgets
- Used to communicate and test your design
Demo

Tablet-drawing with Adobe Illustrator
Interactive Prototype

- Describes the interaction with your system
- Define fixed interaction paths through your system, implement each state and connect them with Hyperlinks
- Use to communicate and test interacting with your system
Demo

Adobe Fireworks
Adobe Flash
Assignment

• Create 2 Storyboards
  • first showing a break-down in the current system
  • second showing how your system masters the situation

• Create Paper Prototype
  • include all tasks
  • implement your design ideas

• Evaluate your prototype with 3 users