

Prototyping Techniques

Lecture 4: Media Computing Project

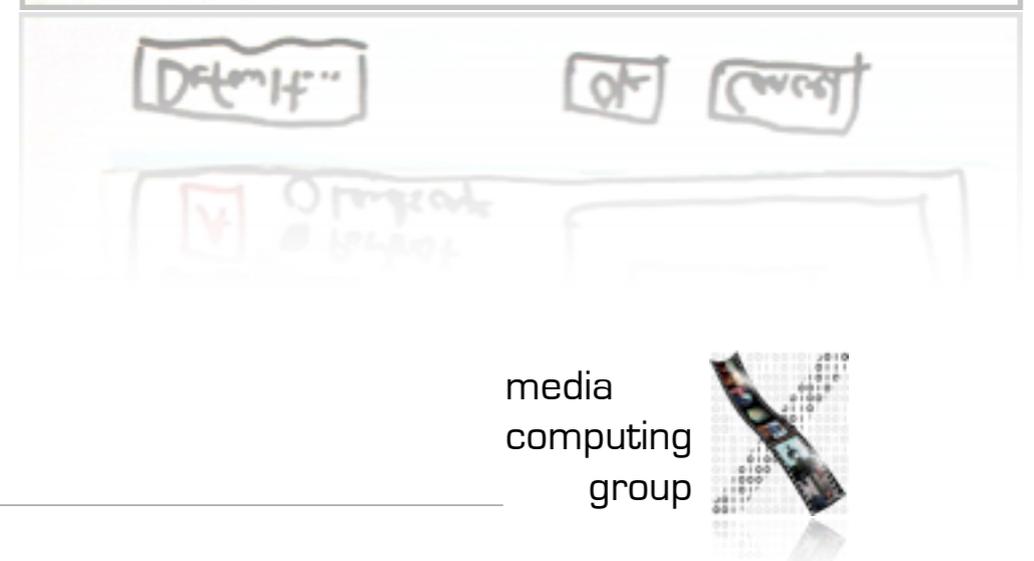
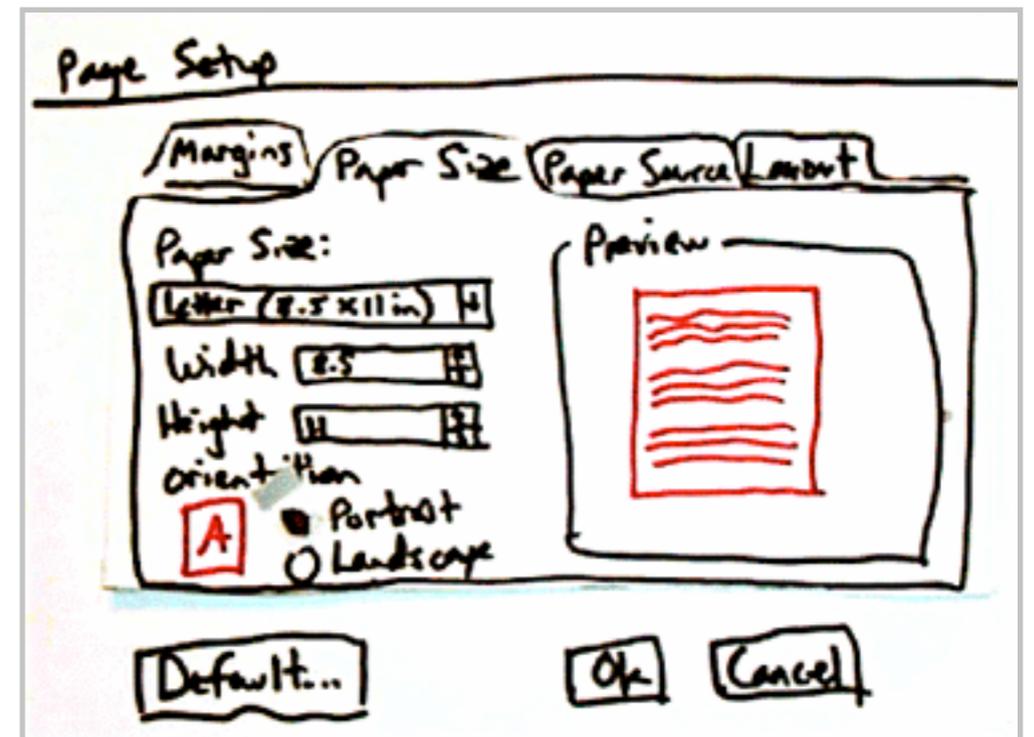
Storyboard

- 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

