Media Computing Project

Lecture 2: Paper Prototyping
What is a Paper Prototype?

“...a method of brainstorming, designing, creating, testing, and communicating user interfaces”

Carolyn Snyder
When to do a Paper Prototype?

• Early in the design process

• Affords high-level feedback
  • Are the underlying concepts understood?
  • Are there fundamental interaction problems?
  • ...

• Allows open discussion of the idea
Different Paper Prototypes

- Dimensions
  - Linear (storyboards, task walkthrough)
  - Interactive (Wizard of Oz)

- Techniques
  - Pen & Paper (use pencils to allow change)
  - Post-Its
Literature

• Carolyn Snyder: Paper Prototyping
Deliverables

- Create a paper prototype
- Evaluate it with 2-4 users
- Put the prototype and your reports online