

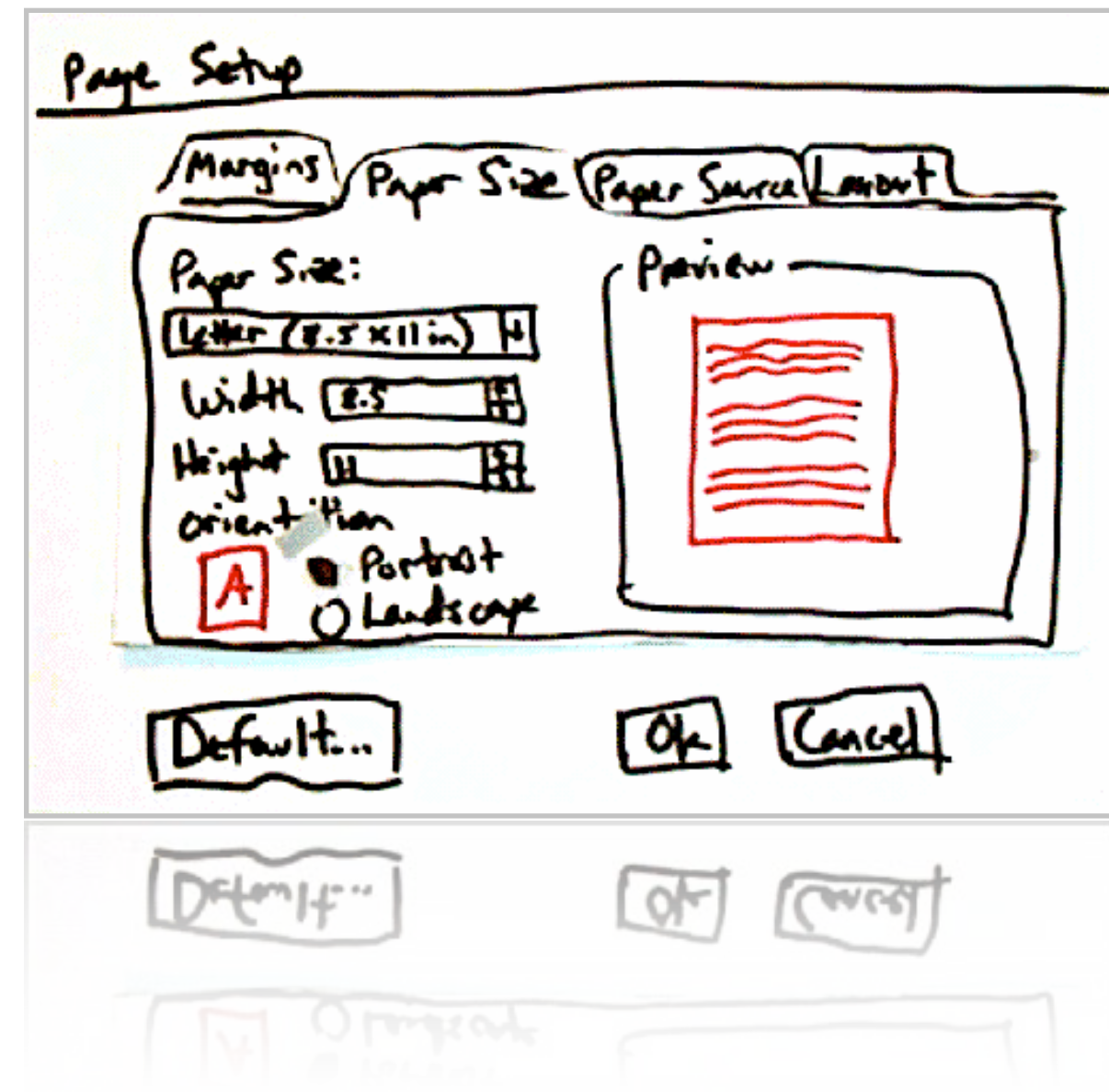
Media Computing Project

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

Multi-Media-Madness



3 weeks later...



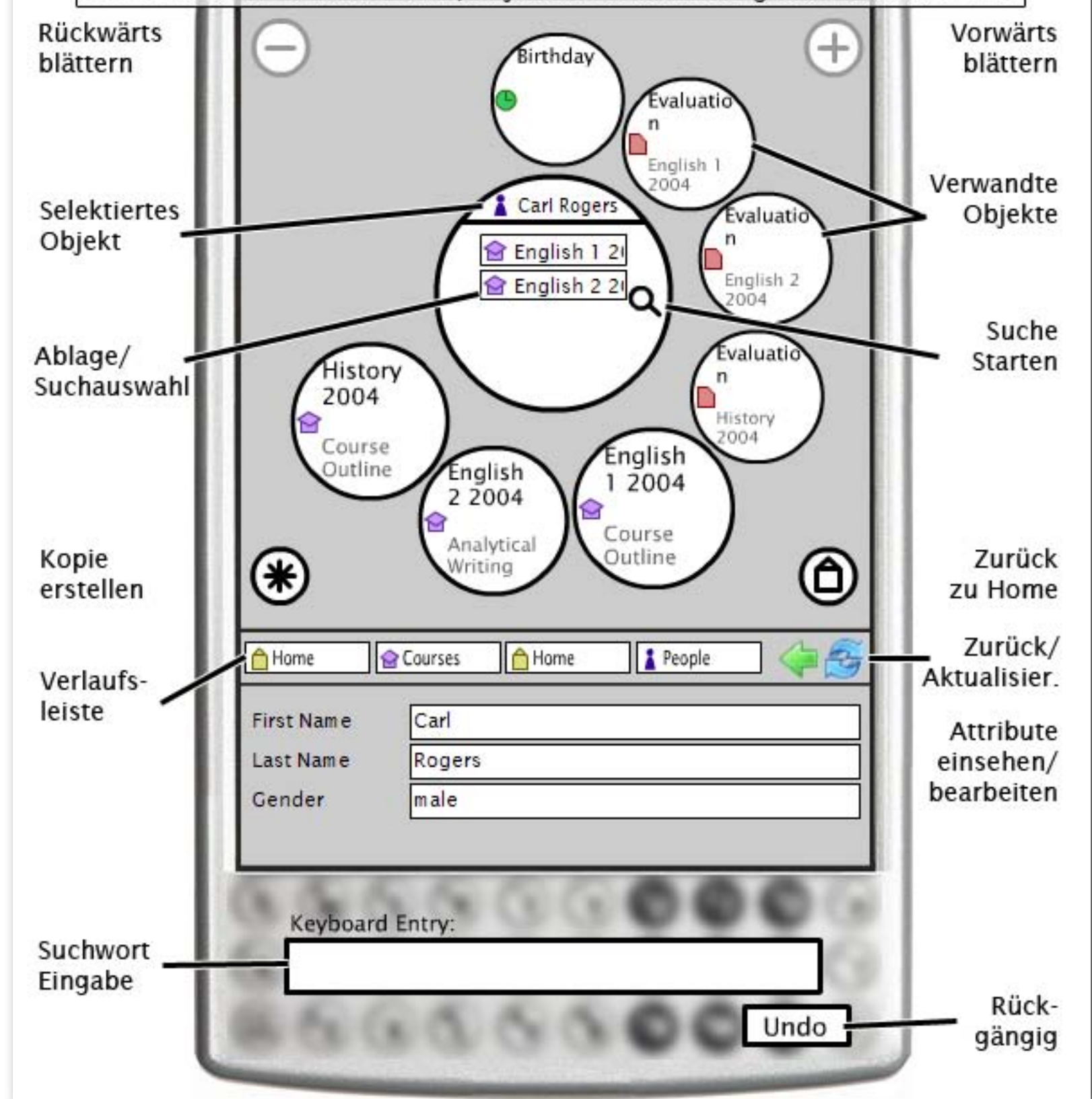
Multi-Media-Madness with the Associative PDA



3 weeks later...



Zum Erstellen einer Assoziation ein Objekt auf ein anderes ziehen
Zum Löschen einer Assoziation/Objekt diese auf einen grauen Bereich ziehen

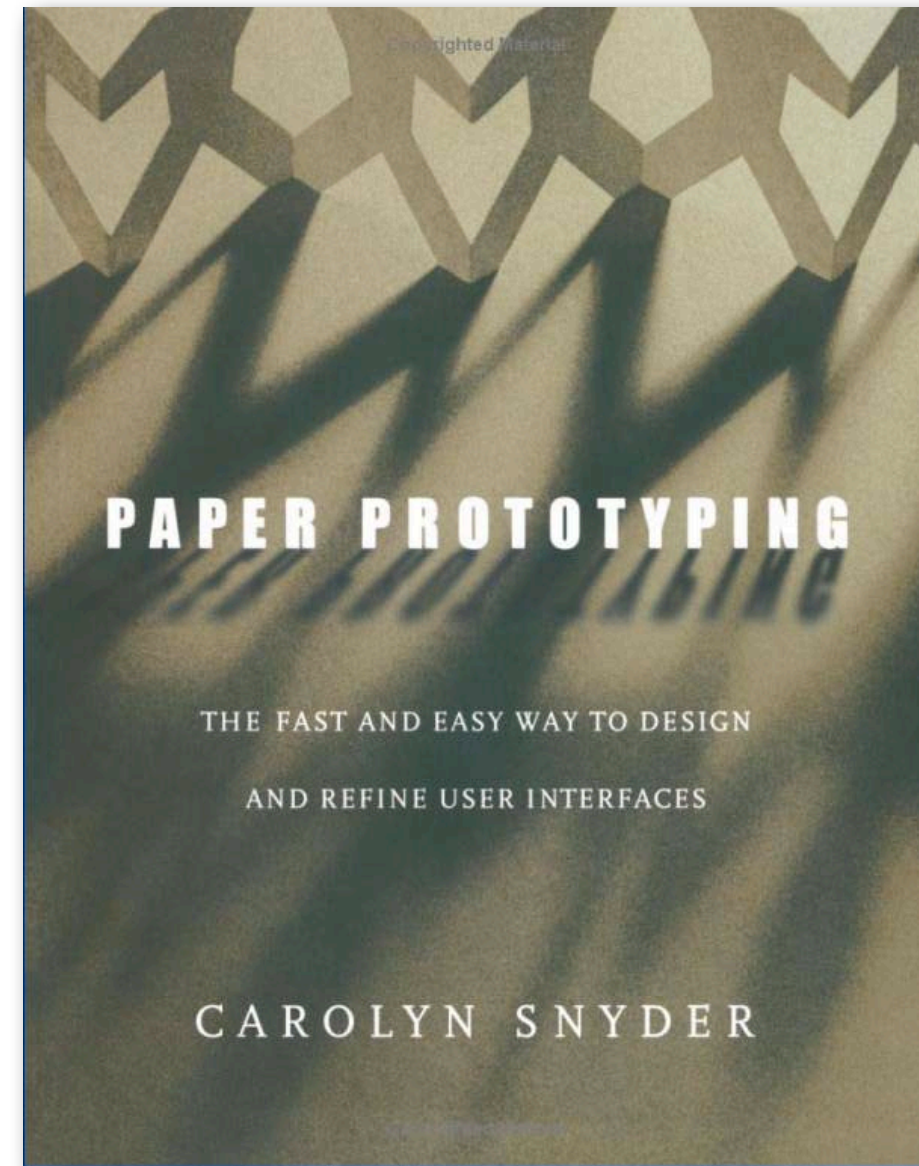


Keyboard Entry:

Undo

Literature

- Carolyn Snyder: Paper Prototyping



САРКОЛИ СНЫДЕК

Deliverables

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

