Project: Lo-Fi Prototyping

Deliverables

Prototype Demo: By appointment (but before 5:00 p.m., Friday, October 11th)

Prototype Report: Before class, Thursday, October 17th

1 Overview

Your assignment in this component of the project is to construct and test an initial low-fidelity paper prototype design for your project application. Your goal is to both understand the techniques of lo-fi prototyping and to gain feedback about potential design ideas.

2 Develop Your Prototype

Follow the instructions given in the *Prototyping for Tiny Fingers* handout. I recommend the following stages (which should be undertaken as a group):

1. Sketch out possible ways of presenting the data and supporting your given task. You should be guided by the data you collected in your user study, and, in particular, by any scenarios you developed. Be inventive, and consider several options, rather than simply choosing the first option that seems workable.
2. Choose *three* representative task scenarios and discuss how the program would operate in each scenario.
3. Create a paper prototype that can support these three task scenarios.
4. Test your paper prototype to be sure that it can support your task scenarios.

Before you test your prototype with users, you should discuss your design with me. You may either bring sketches of your design or a completed paper prototype.

3 Test Your Prototype

To test your prototype, you will need to return to the group of potential users you used for your user study and have *three* different users attempt to follow perform the tasks given in your scenario.

Before testing, you should prepare

- A division of labor so that you each know who will be observing, acting as the computer, and so forth.
- A plan for the testing session (so that you can be sure that each test is conducted similarly).
- Three task scenarios (that *do not* specify *how* to use your application, only the details of the task that needs to be accomplished).
- A simple example to show users how the process of interacting with a paper-based prototype works (without giving much away regarding the tasks that users will need to perform).

Conduct the test, and log events that show aspects of the interface either working well, or not working.

4 Describe Your Results

You should describe your prototyping experience as follows:

- Explain the purpose of the application
- Provide the task scenarios you used in testing
- Provide storyboards showing how you intended the application to be used (using a digital camera to photograph your paper-prototype in use is an acceptable way to produce your storyboards)
- Explain and rank the issues discovered with your prototype during testing (good and bad)
- Suggest remedies for the problems encountered

5 Grading

Your report will be graded on the following criteria:

- Presentation (layout, readability, spelling, grammar, etc.) [10%]
- Clarity (structure, coherence) [15%]
- Completeness [15%]
- Content and insight [55%]