

paper prototypes

- early engagement with users
 - the earlier the better... head off problems
 - better to engage before you even start!
 - minimize wasted development effort
- paper prototyping
 - user engagement with physical interface mock-ups
 - paper, card, post-it notes, etc
 - paper isn't interactive, so you have to be

Low-Fi vs High-Fi Prototyping

- Why use Low-Fi prototypes?
 - No expensive equipment needed
 - Fast and easy to implement
 - Anyone can implement
 - Fast iterations
 - # iterations \leftrightarrow final produce quality

Low-Fi vs High-Fi Prototyping

- Why not use Hi-Fi prototypes early on?
 - May warp the perceptions of the customer/reviewer/user
 - Finished look seems hard to change
 - Comments stick to layout, fonts, colors, etc.
 - They encourage more precision
 - They may inhibit the creativity of the designers
 - Developers resist change

preparation

- four things before you start
 - gather kindergarden supplies
 - heavy paper, index cards, tape, pens & markers, scissors
 - you'll need these *during* the session
 - not just beforehand
 - creating extra dialogs, etc
 - a well worked-out design
 - you can't test what you haven't designed
 - you need a *detailed* understanding
 - need to know how the system will respond to all input
 - define your expectations in advance
 - » know what error checking you will do

preparation

- four things before you start
 - a set of questions that the test should answer
 - what is your evaluation meant to determine?
 - how are you going to figure it out?
 - what kind of evidence are you looking for?
 - a set of tasks for test subjects to perform
 - *write these down*
 - ensure that all users have the same starting-point

paper prototypes

- three parts to the model
 - the fixed components
 - the window frame, etc
 - the variable components
 - major components that will occur regularly
 - screens, dialog boxes, menus
 - the dynamic components
 - things based entirely on individual interaction
 - generated on the fly... so you need "blanks"

conducting the session

- the session
 - introduction
 - give some general background to the expected setting
 - introduce the task
 - again, do this **IN WRITING**

paper prototyping

- four roles
 - one person to facilitate
 - interact with the user -- *ONLY PERSON WHO SPEAKS!*
 - keep getting "output" from the user -- avoid pauses
 - "what are you thinking now?"
 - "what do you need to do next?"
 - one person to "be the interface"
 - respond to user input
 - simulate application logic

paper prototyping

- four roles
 - one person to manage resources
 - keeping interaction smooth is key
 - supply the person who's "being the interface"
 - manage existing resources
 - generate new ones
 - » input boxes, dialogs, menus, etc
 - one (or more) people to take notes
 - what the subject says
 - what the subject does
 - this is **CRITICAL**
 - what's the point of doing this if you can't learn from it?
 - the other people are too busy
 - most of what you learn, you learn in retrospect

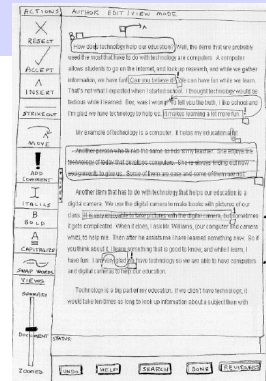
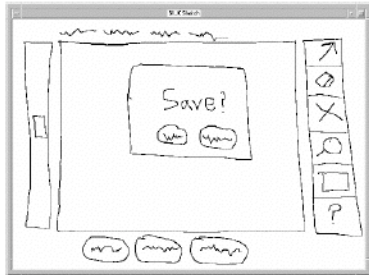
conducting the session

- as a test team, remember:
 - you're there to **OBSERVE** and **LEARN**
 - not to
 - laugh (this most of all!)
 - comment
 - criticise
 - guide
 - inform

important considerations

- other things to remember
 - you need to **REALLY** know your interface
 - can't go into this with a partial understanding
 - know what happens for every possible mouse-click
 - you can always generate new interface components
 - remember that paper can be layered...
 - figure out where precision is needed and where not
 - depends on your questions
 - when "being" the interface, be no more or less
 - no extra hints
 - respond to what the user **DOES**, not what they **SHOULD** do

Balance the level of detail



A Paper Prototype: Shared Calendar System

ARRANGE A MEETING

Between Drop-down list

Before

For hours of location

ARRANGE A MEETING

Possible dates and times for a meeting between

	Day	Time	Location
Choose one →			

Another Paper Prototype

- BFOIT Online Community for high school students and their mentors
- Tasks Supported
 - Video conferencing
 - Chat
 - Forum
 - Access to database of users profile

Membership Signup

Registration Page

