Objectives:
- Work with paper prototyping techniques
- Look at software tools and specification methods for interfaces

Readings:
Shneiderman, Chapter 5, pages 156-181

Essential steps in prototyping:
The process may be more complex, but should at a minimum include these steps.

I. Specify tasks to be prototyped and tested
   A. List tasks to be tested
   B. Create task scenarios for each

II. Create paper prototype
   A. Assemble material (lists in article, elsewhere)
   B. Think about basic framework of prototype
      How are you going to handle basic screens, major elements?
      Background + acetate overlays?
      Device frame for handhelds?
   C. Add widgets
      How are you going to handle individual widgets?
      Pull-down menus       Dialog boxes
      Cursors/sprites       Radio/check boxes
      Text fields            Drop-down lists
      Dialog boxes           Textfields
      Highlighted fields     Roll-over buttons, links
      Sliders
   D. Interaction
      Elements that can be largely handled by Computer
      Easy to do verbally – tooltips, beeps, progress indicators
      Complex – drag and drop, scrolling
   E. Build and preview prototype before user tests
III. Conduct test

A. Set up test environment
   Table, arrangement
   Recording, observing
B. Assign roles to testing team
   Facilitator
   Observer
   Computer
C. Script out test and tasks
   Take care to not script tasks with solution (ie, call task “create” when the menu item involved is “create”)
D. Consider proper interaction with user
   How to help without helping (can’t do it for them, or test is not useful)