

CS774 HCI
Week 11, April 26th – Lo Fi Prototyping

Objectives:

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

Readings:

Shneiderman, Chapter 5, pages 156-181

Paper Prototyping web site: <http://www.paperprototyping.com/index.html>

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)