Exercise 4: Prototyping of a Media-Sharing Client on a Mobile Phone

This exercise is done in groups of 2 to 5 students. The first part of the task (low-fi paper prototype) is completed during the exercise on Monday, Jan 19th 2004. The design specification and the click-dummy is realized as homework and due on Jan 29th 2004.

Part 1: Low-Fi Paper Prototype

Create an application that allows peer-to-peer (P2P) file sharing on a mobile phone via a local wireless network. The focus should be on sharing stored or captured media such as ring tones, images, video clips, and music files.

Technology constraints:
- Mobile phone (see links for technical details)
  - Siemens SX1 (65k colors, 176 x 220 Pixel) , http://www.my-siemens.com or
  - Nokia 6600 (65K colors 176 x 208 pixels) http://www.nokia.com/
- Local network based on Bluetooth.

Tasks:
- Describe the basic **concept** of your application (not more than 150 words and a sketch) – e.g. how is it used, who is going to use it, what are the goals, usage scenario.
- Identify the **main tasks** users are going to do and that are supported by the application (e.g. share a picture album, set a nick name, browser shared media, download files)
- **Design and Prototype the key screens** and the interaction for the main tasks using the paper prototyping method.
- **Document the design** (digital photos of your screens and the interaction performed).

Deliverable:
- Design specification in a single document. The document must be structured as follows
  - Concept (not more than 150 words)
  - List of main tasks (not more than 10 tasks, each task not more than 40 words)
  - key screens and interactions for selected tasks (basically the photos of the design)

Part 2: Click Dummy

Based on your design specification create a hi-fidelity prototype (click dummy). The prototype should provide a potential user the possibility interactively explore (try-out) your design.

Technology constraints:
- Click dummy should be on a web page (you are free to select the implantation language; possibilities are HTML, JavaScript, Java, FLASH, etc.)
- The active screen size of the click dummy should be the same as of the target device (Siemens SX1)
- The interaction methods supported should reflect the options on the target device (you only can click the hard buttons/joystick on the device)

Tasks:
- Select **at least two main tasks and implement the UI** for them
- For the **other main tasks provide the key screen**
- Allow **switching between main tasks**
- Hint: information that is not available (e.g. that would come from other devices, from the backend, etc.) has to be invented, e.g. if you create the screen for browsing the network just assume and fix what you would see.

Deliverable:
- Implementation of a functional prototype on a web page

Examples of the phone