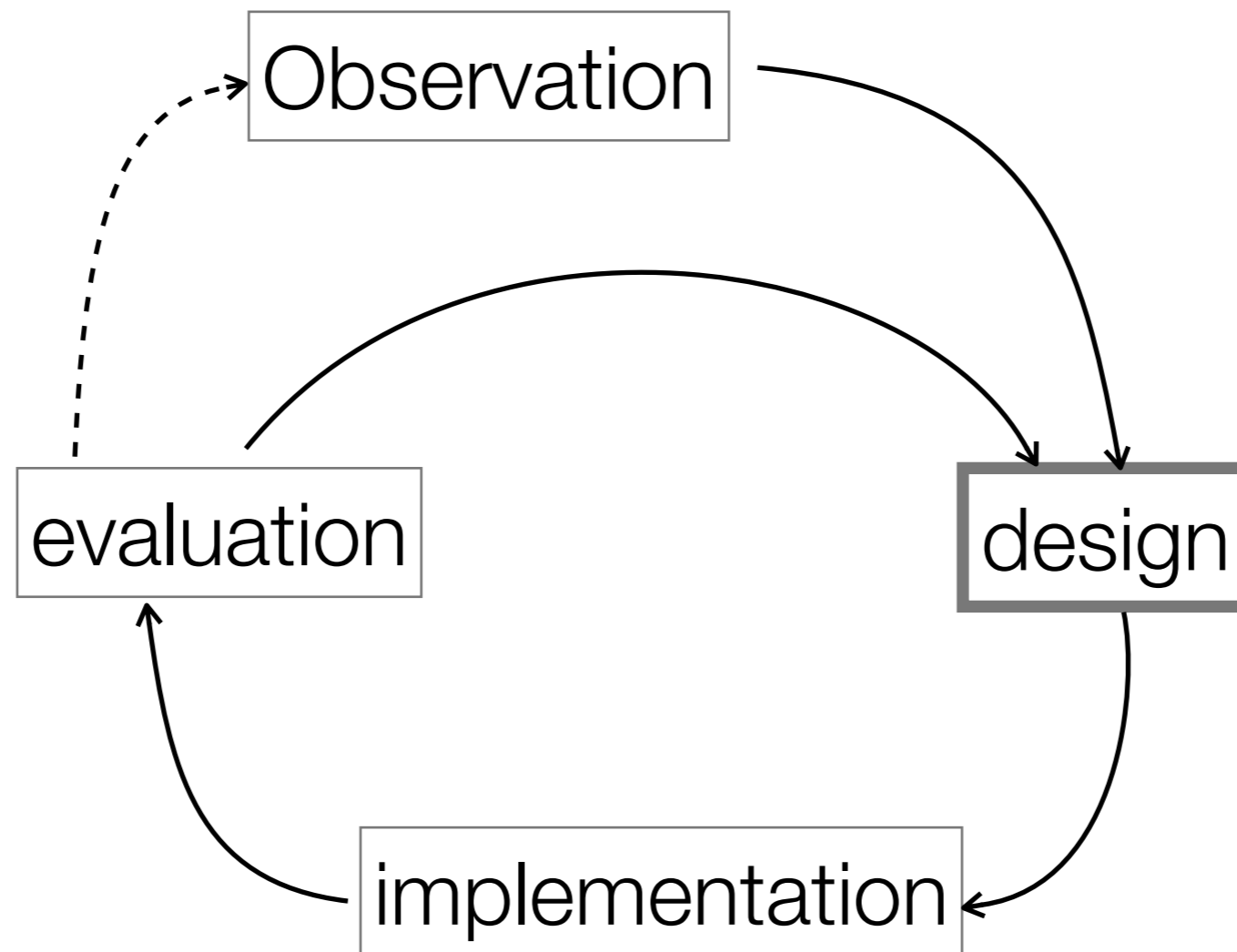# Übung zur Vorlesung
Mensch-Maschine-Interaktion 1

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Sommersemester 2012

Design your own project

Iterative design

Video prototyping

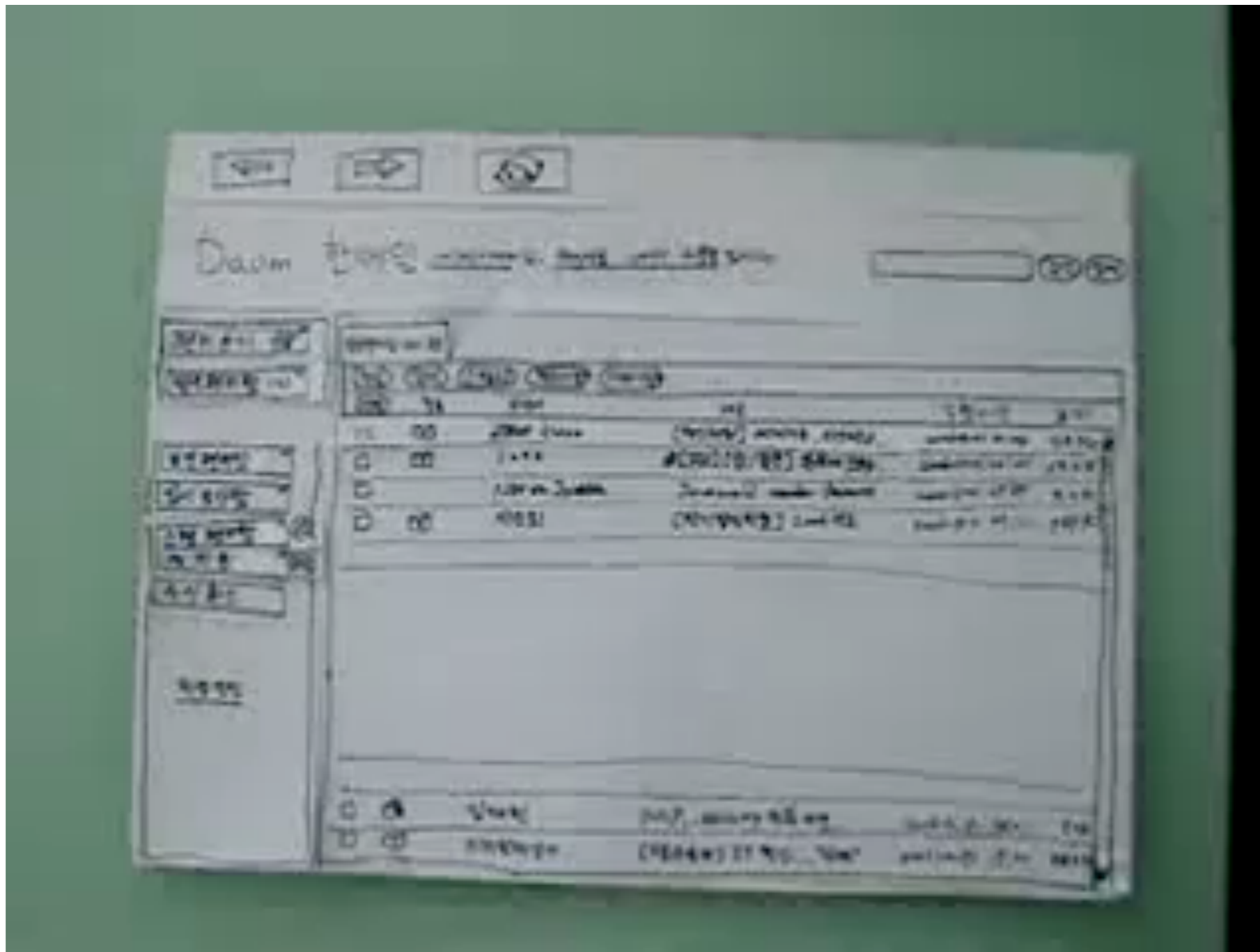# How to

.: Paper prototypes

.: Camera (phone camera is fine).

.: Transparent paper sheets

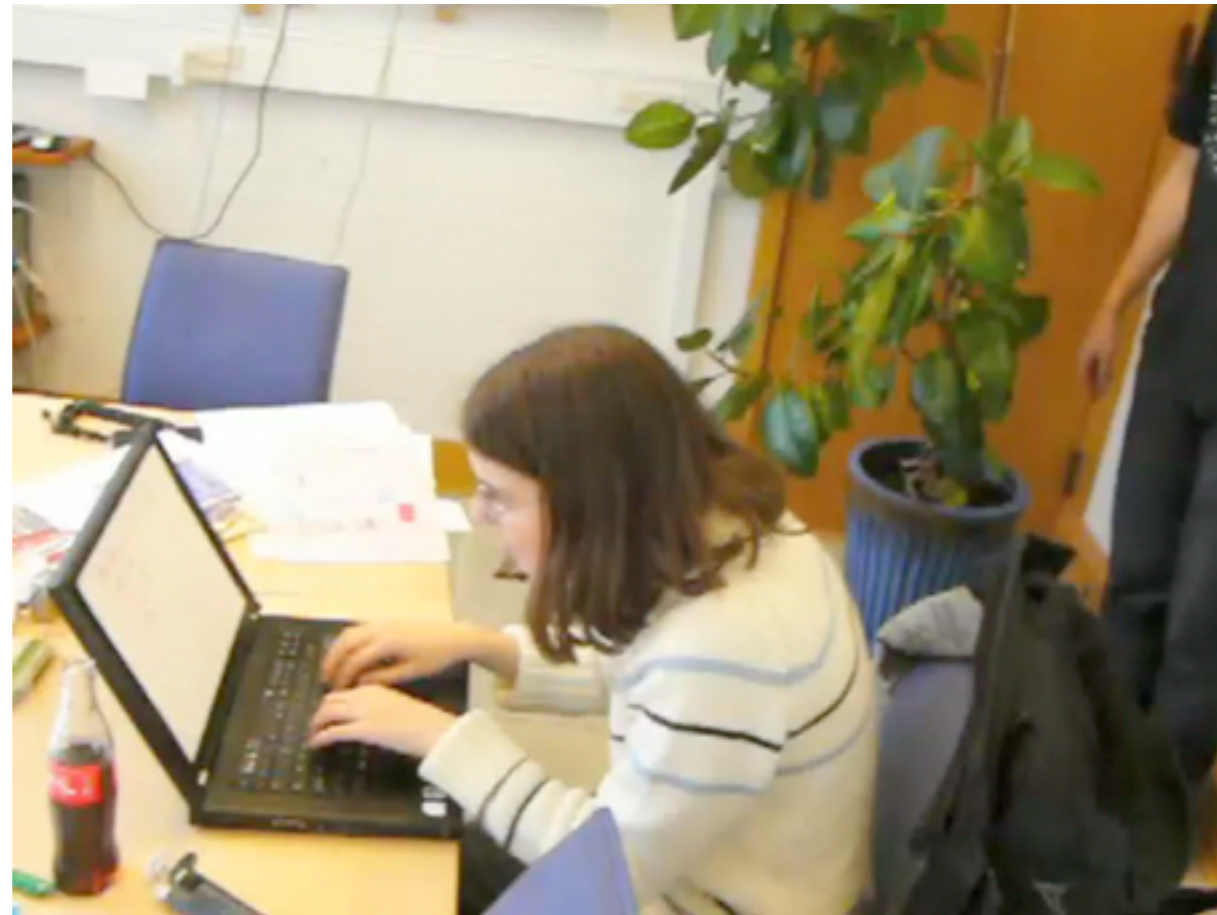.: Rehearse - rehearse - record : no editing should be needed

.: Video prototyping by W. Mackay (2002):
http://interaction.lille.inria.fr/~roussel/digital-library/media/2002-video-interactiondesign/3-prototyping.mov from minute 13:45

Example 1: super quick

Example 2: showing context

Example 2: showing context

Example 3: refined and illustrative

Example 3: refined and illustrative

Principles

.:Sequential:
 emphasis on the transitions

.:Enacted:
 shows people interacting

.:Contextual

Breakout session

2 hours to develop a video prototype.

It should represent the different views
that you described in your storyboard.