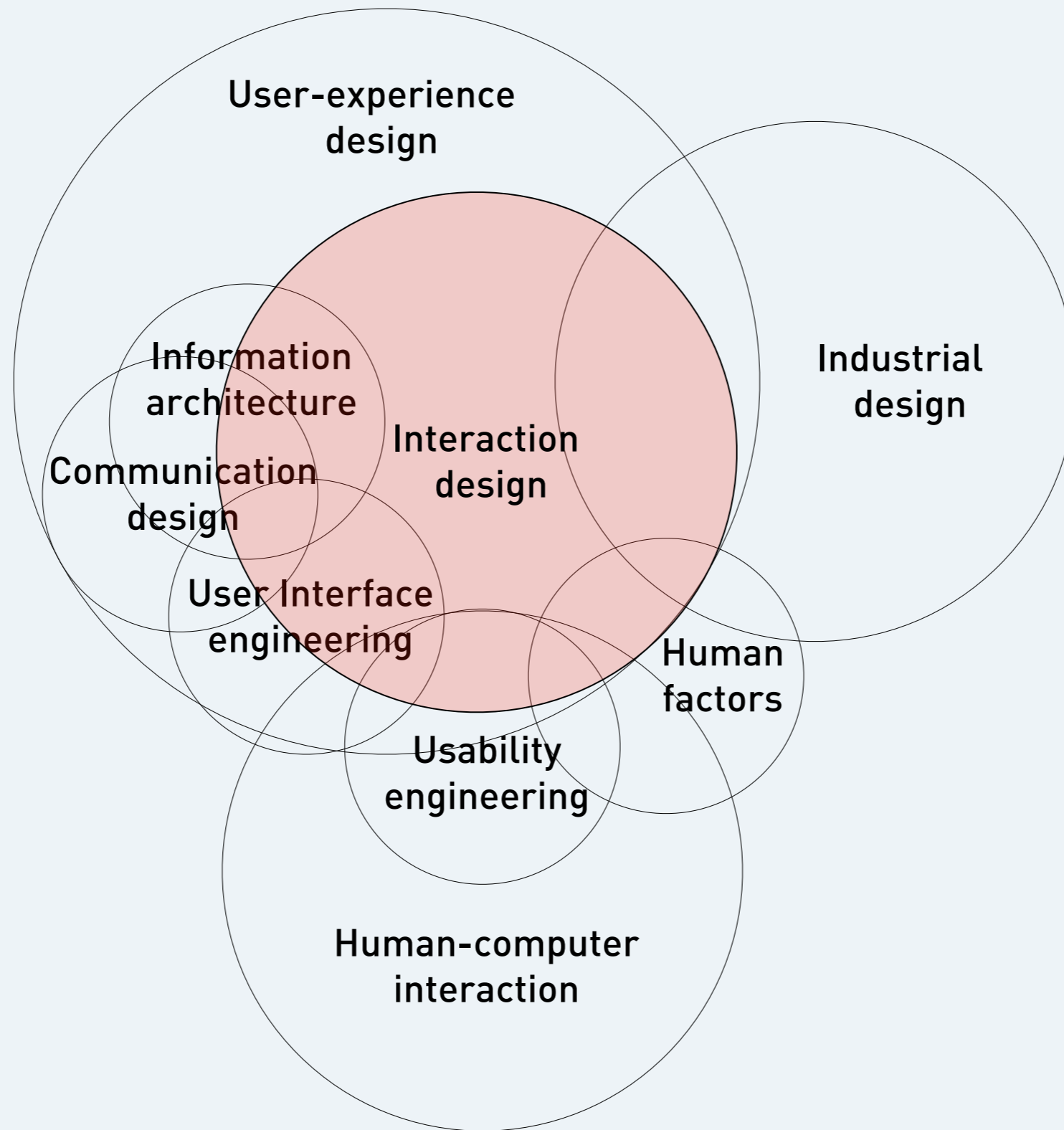


Interaction Design

Prototyping UX - From Sketch to Prototype

Overview:

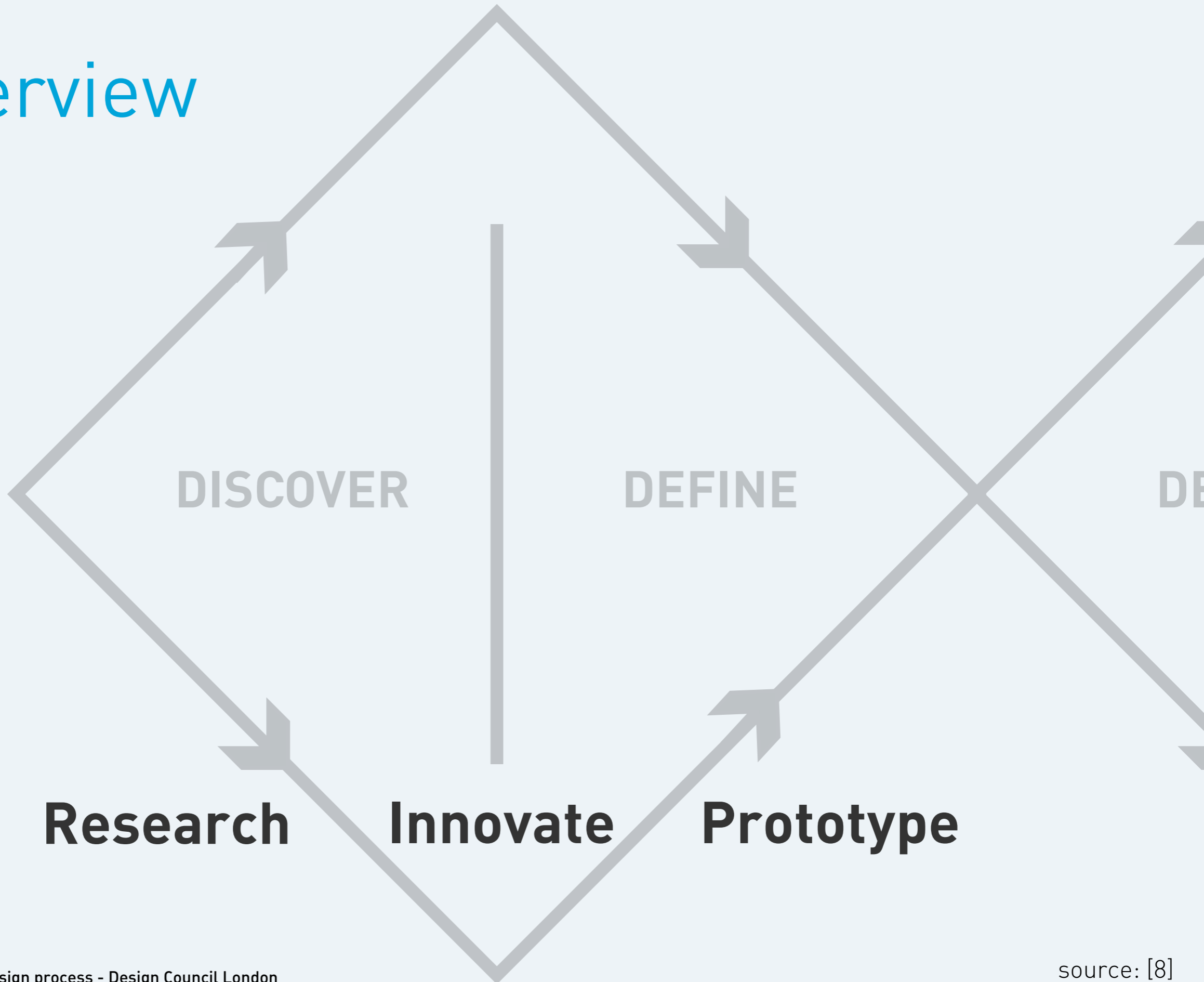
- Intro & Designprocess Phase
- Values and Levels of Prototyping
- UX Prototyping Techniques
- Prototyping Case Study



User Experience Design



Overview



Overview

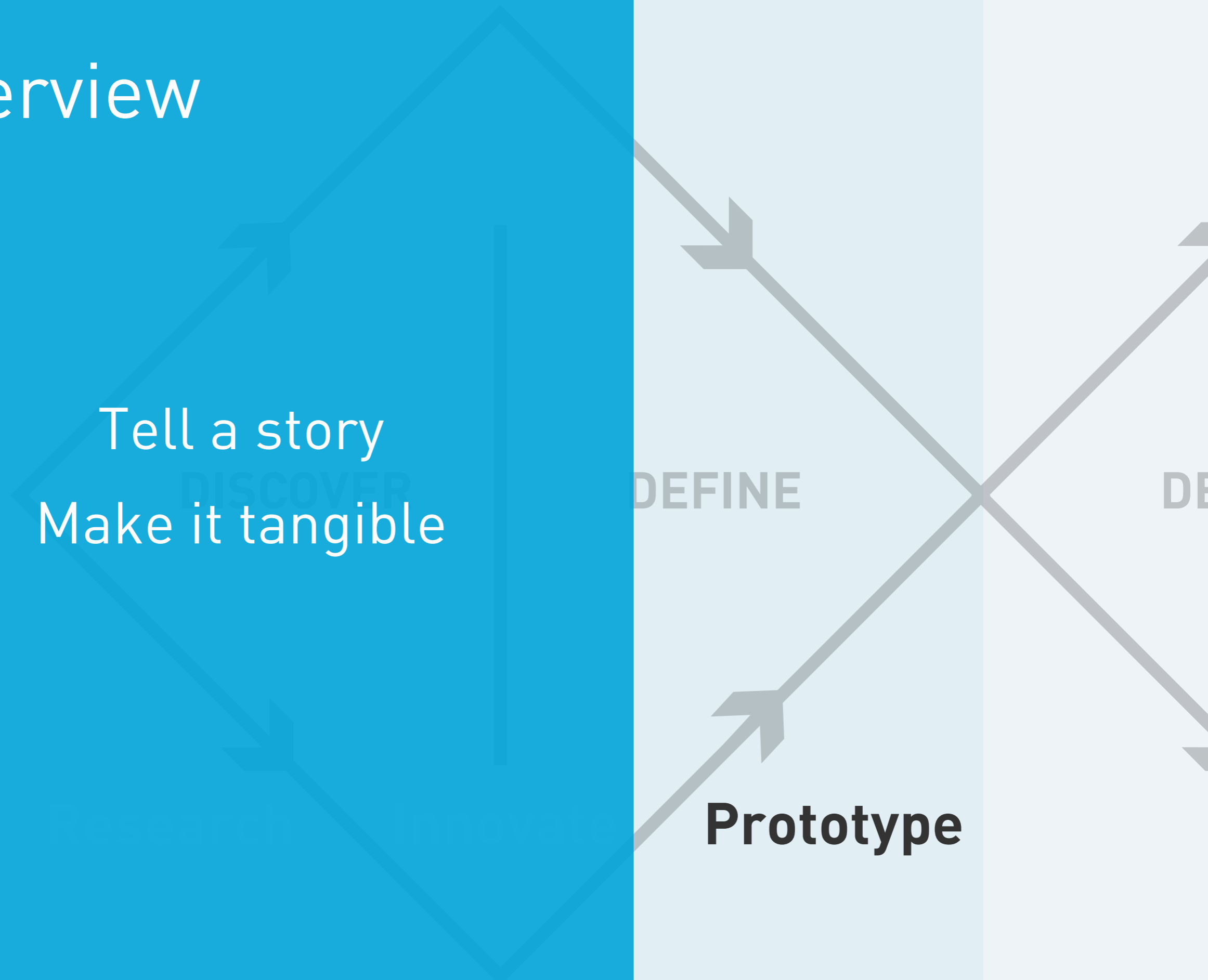
Tell a story
Make it tangible

DISCOVER

DEFINE

DE

Prototype



Overview:

- Intro & Designprocess Phase
- Values and Levels of Prototyping
- UX Prototyping Techniques
- Prototyping Case Study

For the Designer: Exploration
Visualisation
Feasibly
Inspiration
Collaboration

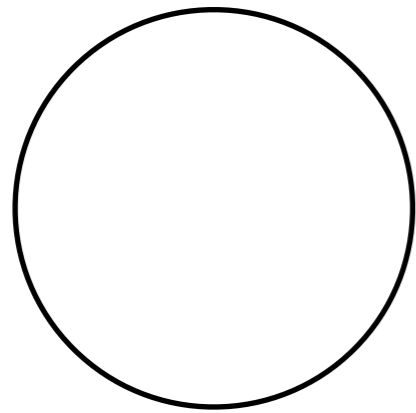
For the End User: Effectiveness / Usefulness
A change of viewpoint
Usability
Desirability

For the Producer: Conviction
Specification
Benchmarking

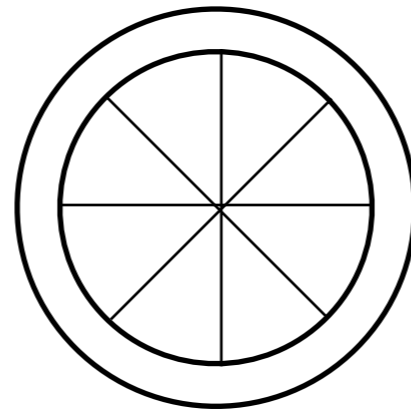
It's really hard to design products by focus groups. A lot of times, people don't know what they want until you show it to them.

Steve Jobs

Fidelity v. Resolution



low resolution
low fidelity



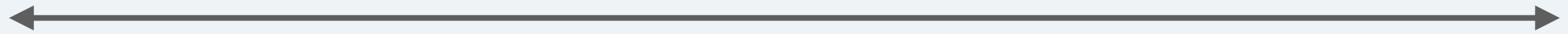
high resolution
low fidelity



high resolution
high fidelity

Low Fidelity

High Fidelity



Open Discussion

Sharp Opinions

Prompting Required

Self Explanatory

Quick and Dirty

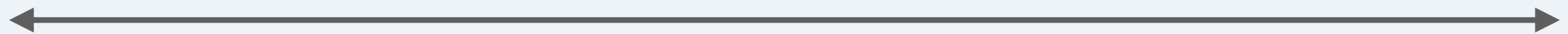
Deliberate and Refined

Early Validation

Concrete Ideas

Low Resolution

High Resolution



Less Details

More Details

Focus on core interactions

Focus on the whole

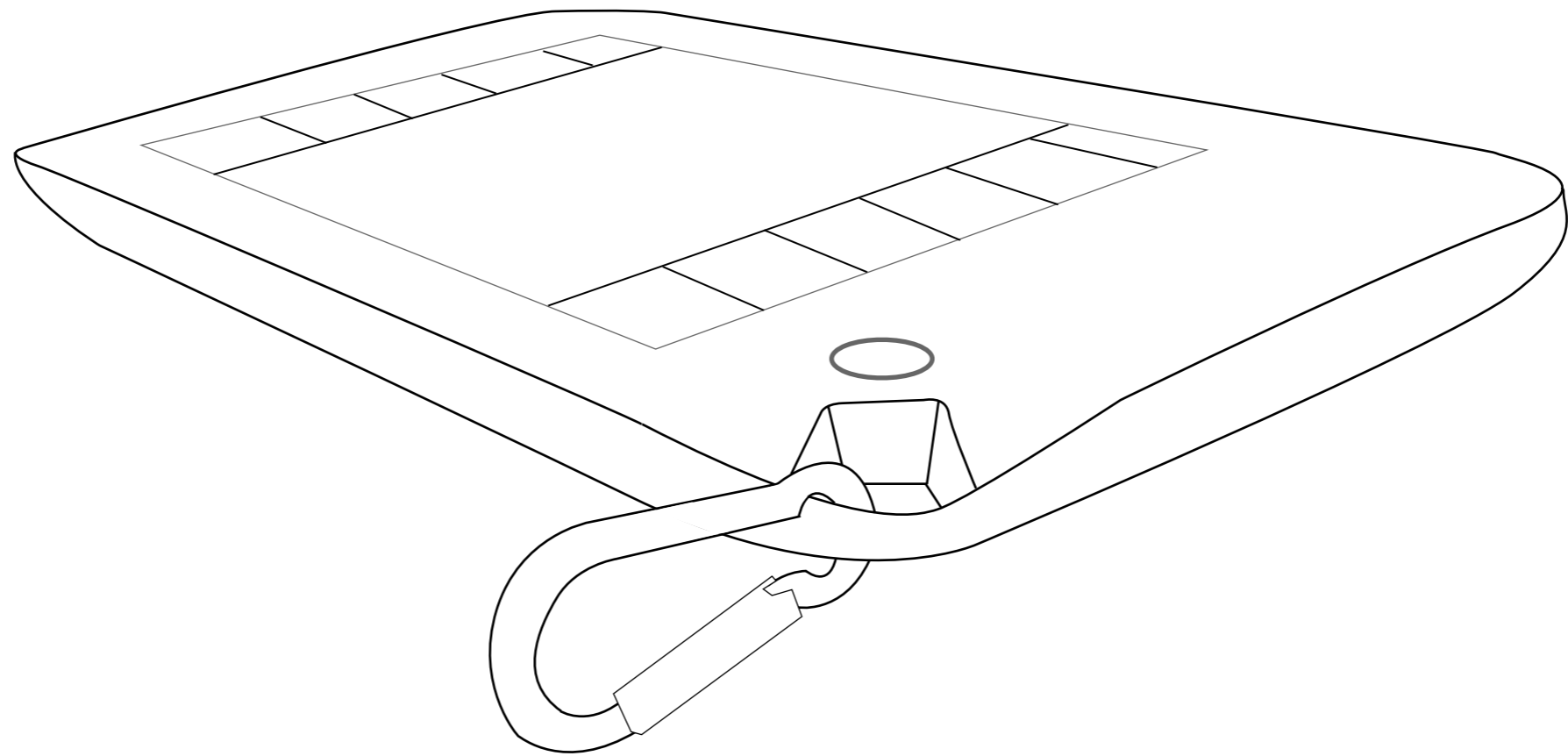
Quick and Dirty

Deliberate and Refined

Early Validation

Concrete Ideas

1st Iteration
low-res/low-fi

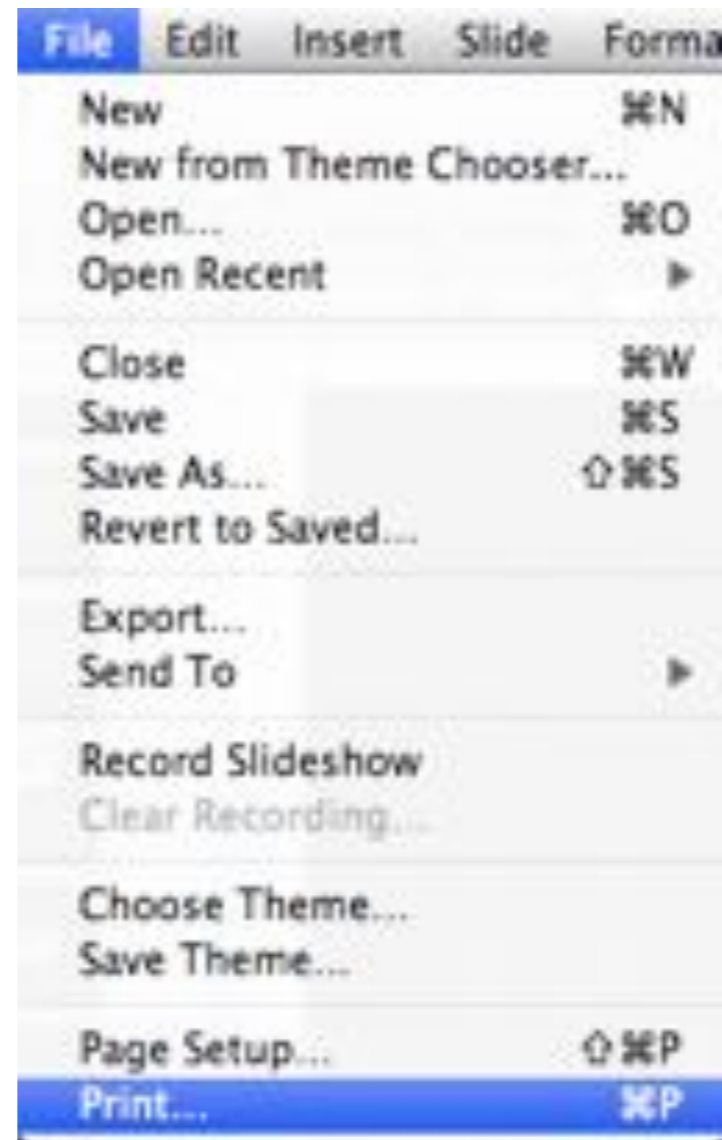


4th Iteration
high-res/high-fi





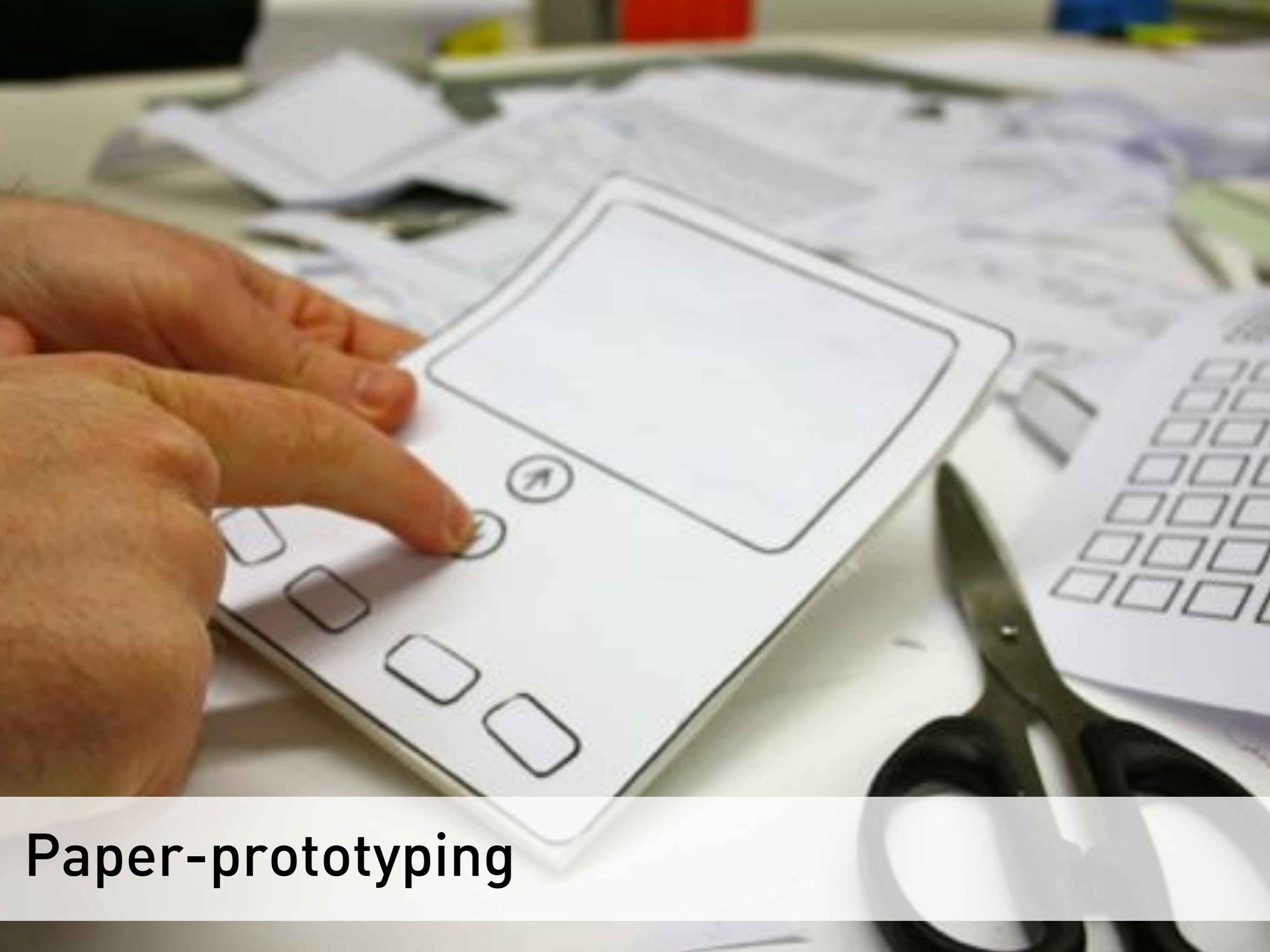
80/20 rule



A principle for setting priorities: users will use 20% of the features of your product 80% of the time. Focus the majority of your design and development effort (80%) on the most important 20% of the product.

Overview:

- Intro & Designprocess Phase
- Values and Levels of Prototyping
- **UX Prototyping Techniques**
- Prototyping Case Study



Paper-prototyping

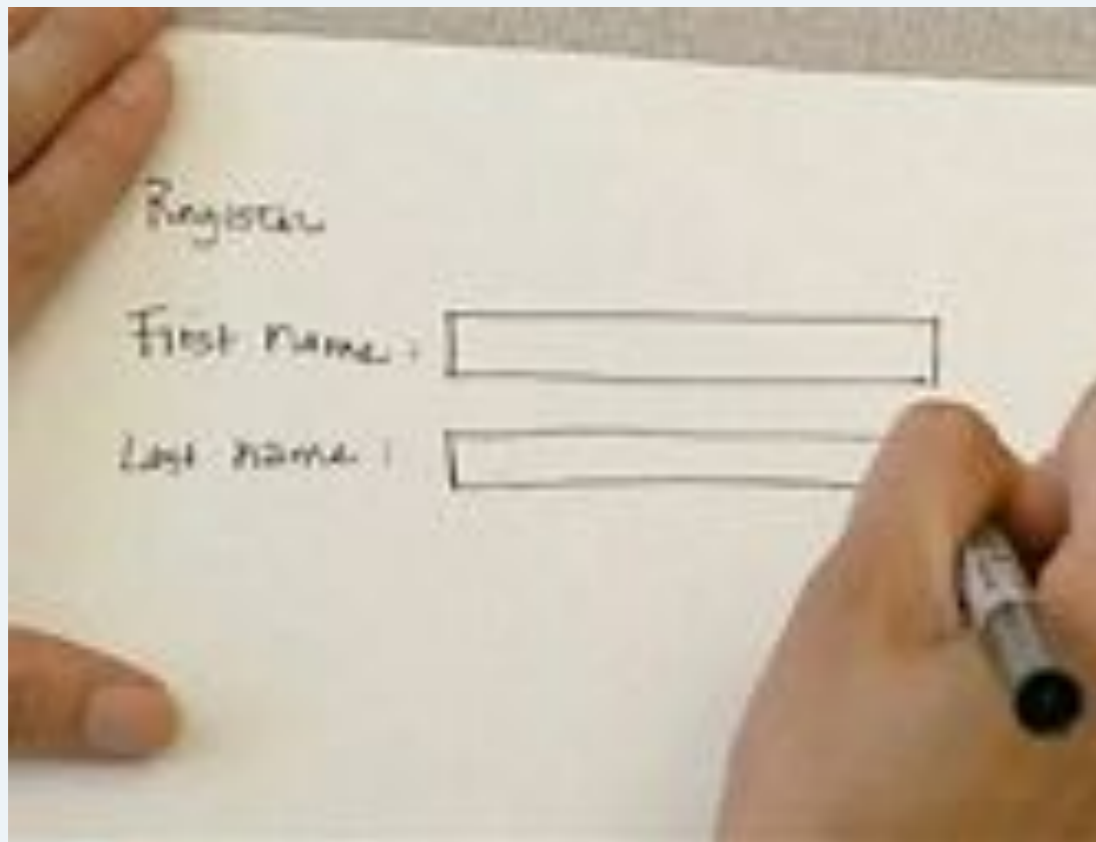
What is it?

Paper prototyping is a widely used method in the user-centered design process, a process that helps developers to create products/screen based applications that meets the user's expectations and needs.

It is **throwaway prototyping** and involves creating rough, even hand sketched, drawings of an interface to use as prototypes, or models, of a design.

History

Paper prototyping started in the mid 1980s and then became popular in the mid 1990s when companies such as IBM, Honeywell, Microsoft, and others started using the technique in developing their products.



Paper prototype of a typical form-filling screen



Paper prototype of a tabs-based design



User test of a low-fidelity paper prototype of a website



Typical set-up of the usability laboratory for a test session with a paper prototype



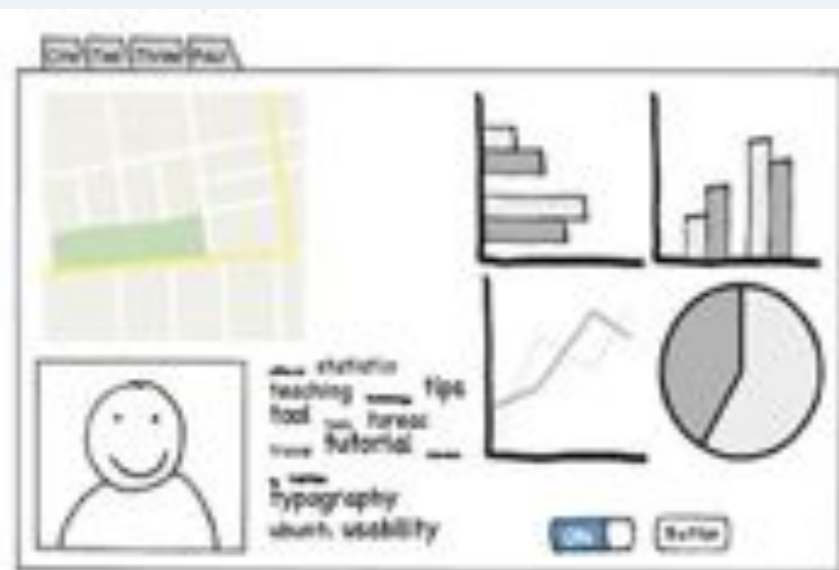
User test of a device-based interaction



User test of a high-fidelity paper prototype of a homepage.



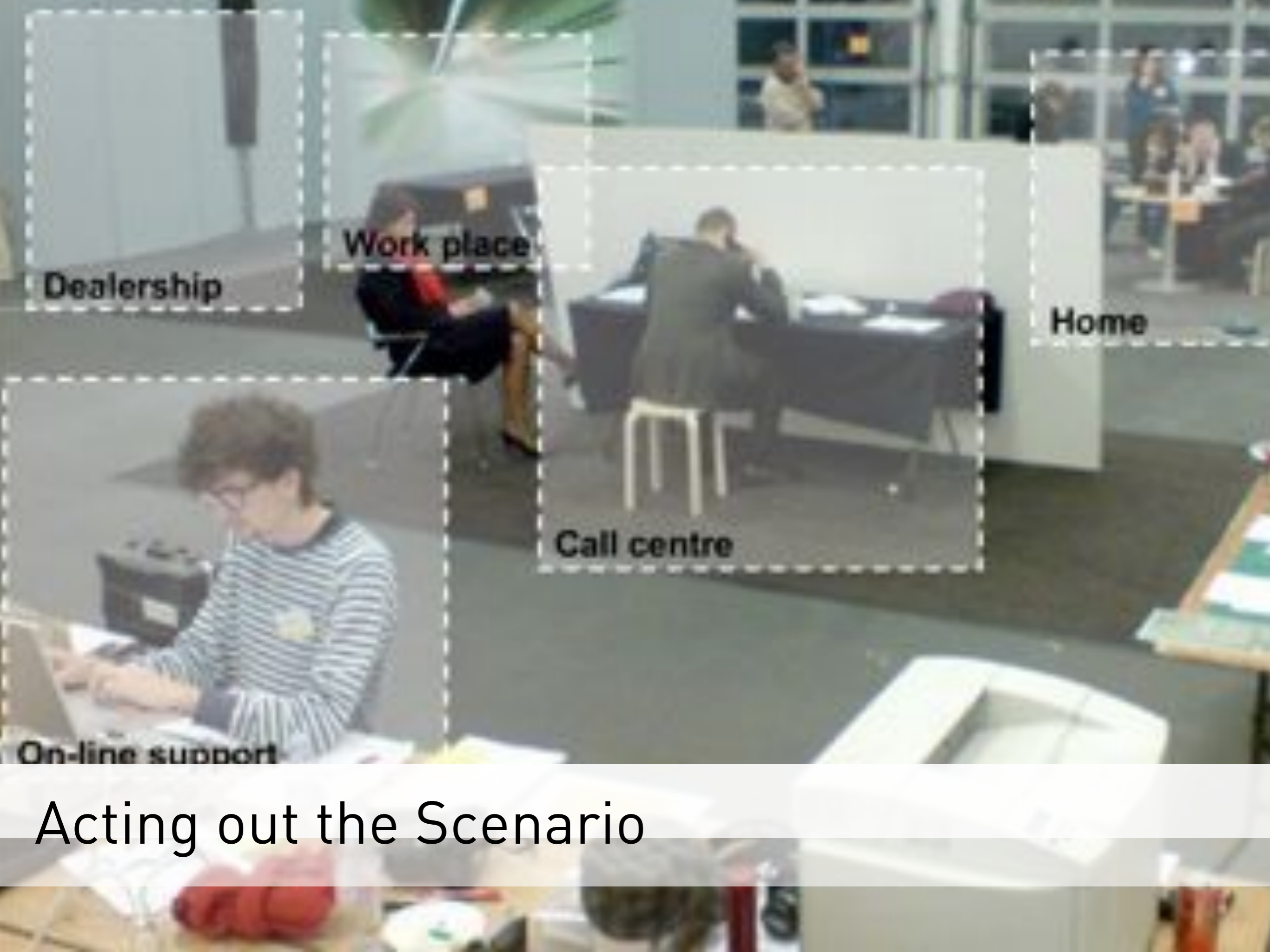
Testing hardware user interfaces: mockup of a kiosk.



<http://www.balsamiq.com/products/mockups>



Video-prototyping



Dealership

Work place

Home

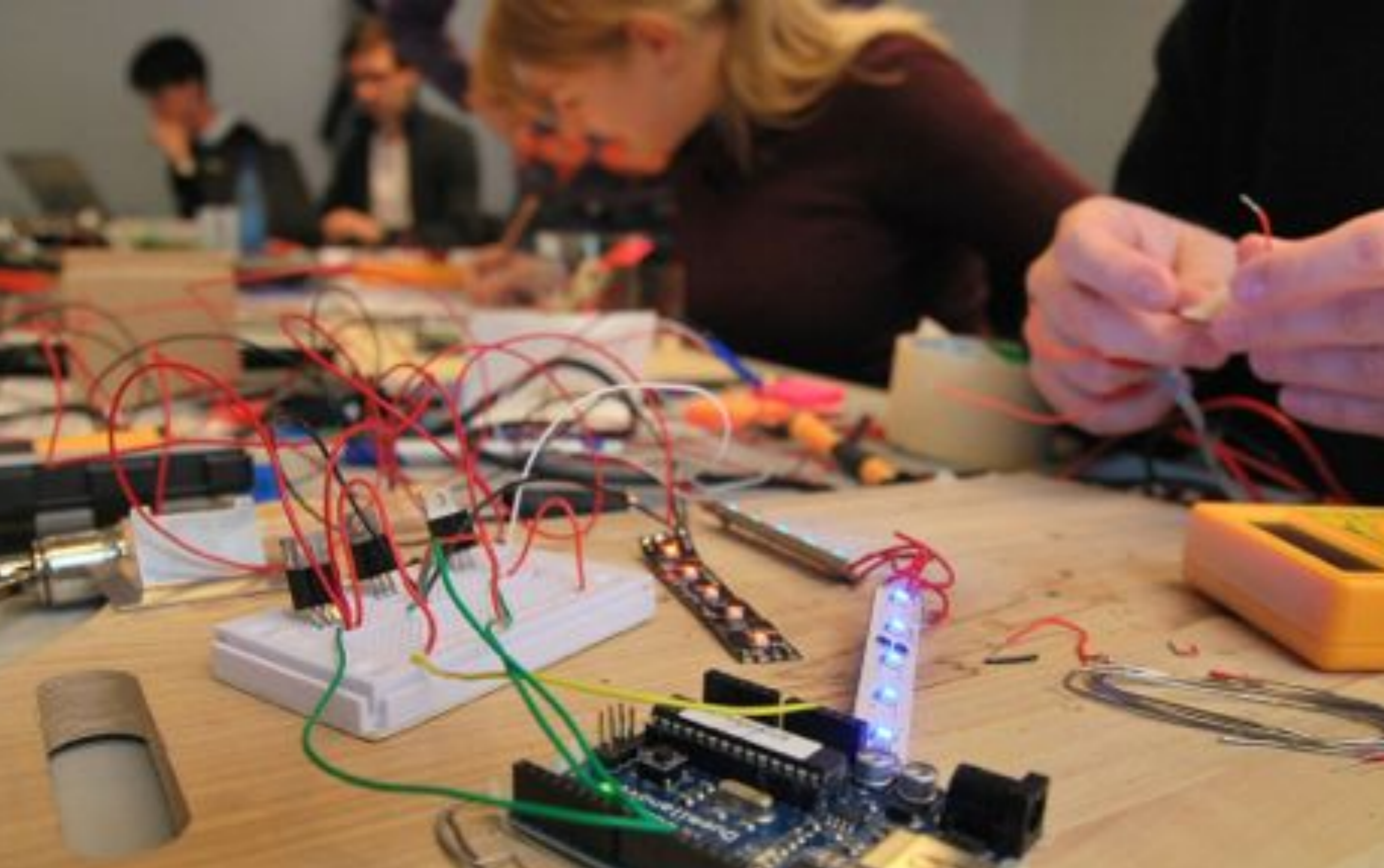
Call centre

On-line support

Acting out the Scenario



Quick Kiosk Mock-up



Sketching with Hardware



basic stamp



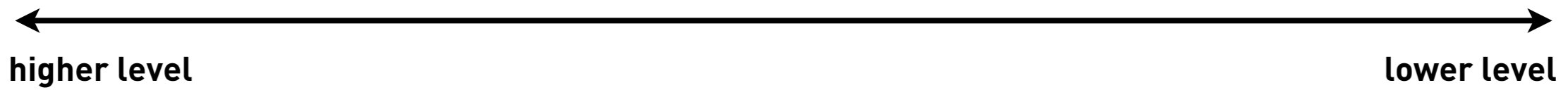
bx 24



basic atom



pic



Assembly



Atmel AT Mega 328



Raspberry Pi



Thermistor



Bend Sensor



PIR Sensor



Force Sensor



Potentiometer



Magnet Switch



Distance IR Sensor



Touch QT Sensor



Ultrasound Sensor

References (books)

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Publisher: The MIT Press; 1 edition (October 1, 2007)

ISBN-10: 0262134748

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