

Paper Prototyping

Interaction design SoSe 2016

Goals of Today

1. Get feedback on your storyboard (teams of 4)
2. Build your first prototype: The paper prototype
3. Evaluate your paper prototype

Storyboards

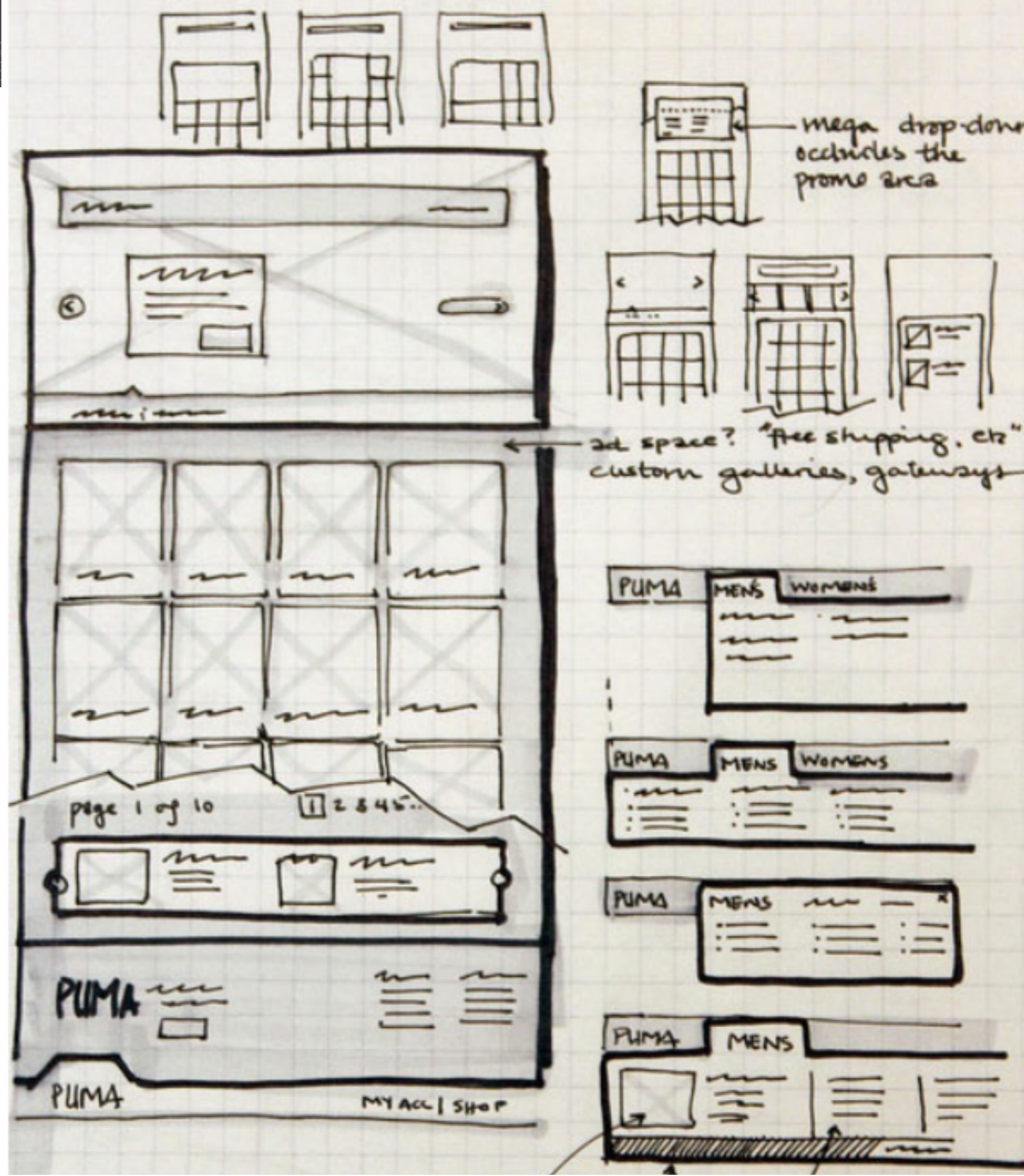
- Get in small groups (~4), share your storyboards briefly and give each other feedback.
- What was good about it? What can be improved? Was anything unclear?



Groups

- Brief #1: good Apps make good neighbors
- Brief #2: lost in the crowd
- Brief #3: share your story
- Brief #4: Garage Sale Helper

Sketching Technique: Wireframes



COMM LOGIX v1



TOUR

- WHITE
- CLEAN
- WIDE OR FIXED IN A SHAPE

HORIZONTAL
NAV
w/ PRIPAL
SUBNAV



- 1 - HOME
- 6 - ABOUT
- 2 - SOLUTIONS
- 5 - REQUEST INFO
- 7 - CUST. SERV.
- 3 - HOW IT WORKS
- 4 - KEY CAMP
- 8 - FAQ
- 9 - CONTACT

MINI
MODULES
w/ TEASER
INFO FOR
EACH
PRODUCT

FOOTER w/
ADD'L INFO

EXPANDS TO FULL
WIDTH OF WINDOW



FIXED + ENCLOSED
DESIGN

TABBED TABLE

3

950 ft wide

Essential Sections

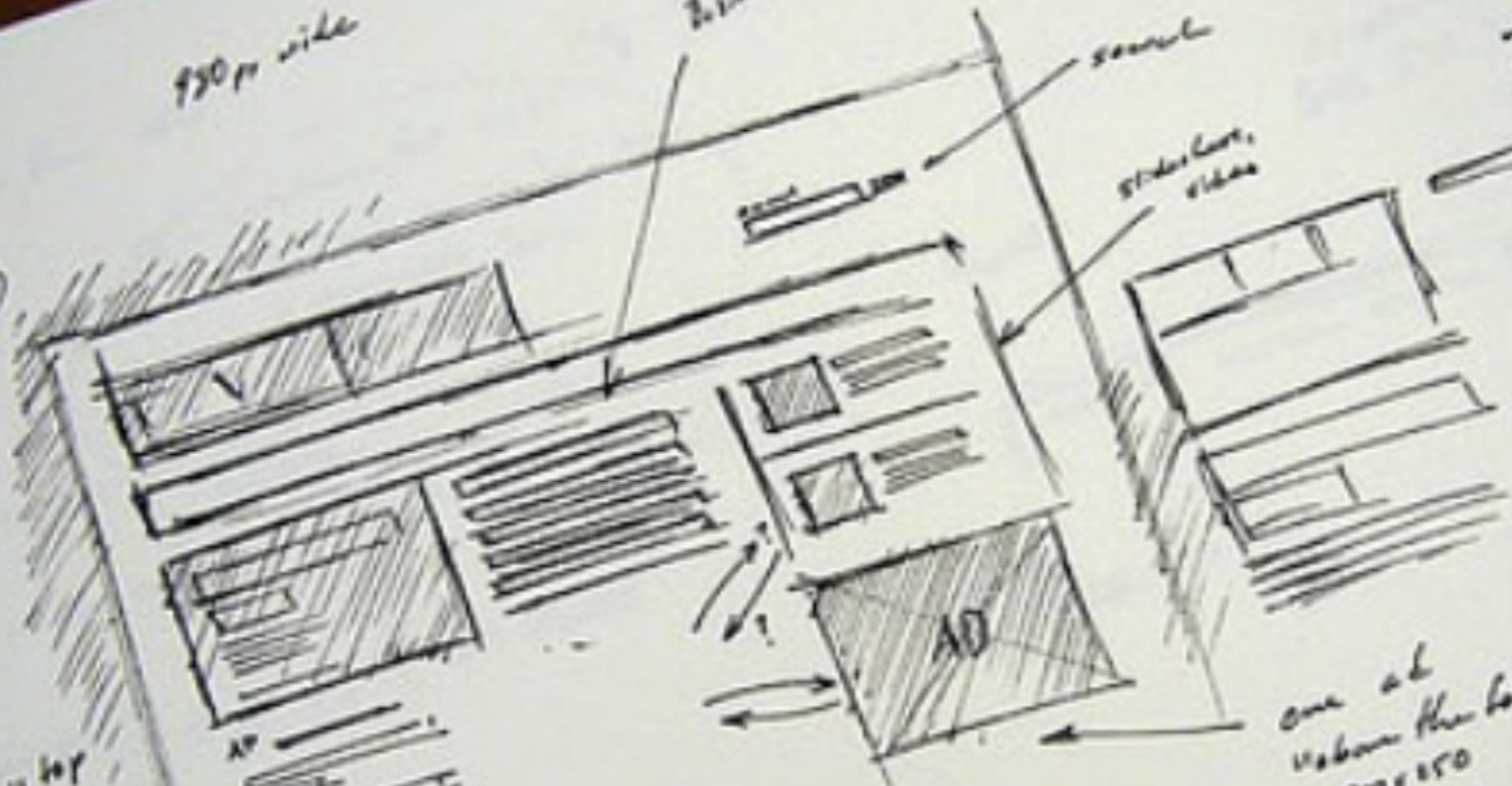
sewer

slide case, video

vertical display?
horizontal?
display case?
2nd floor?
how do I keep
the 2nd floor?
Sewerage at
on the left

ⓐ

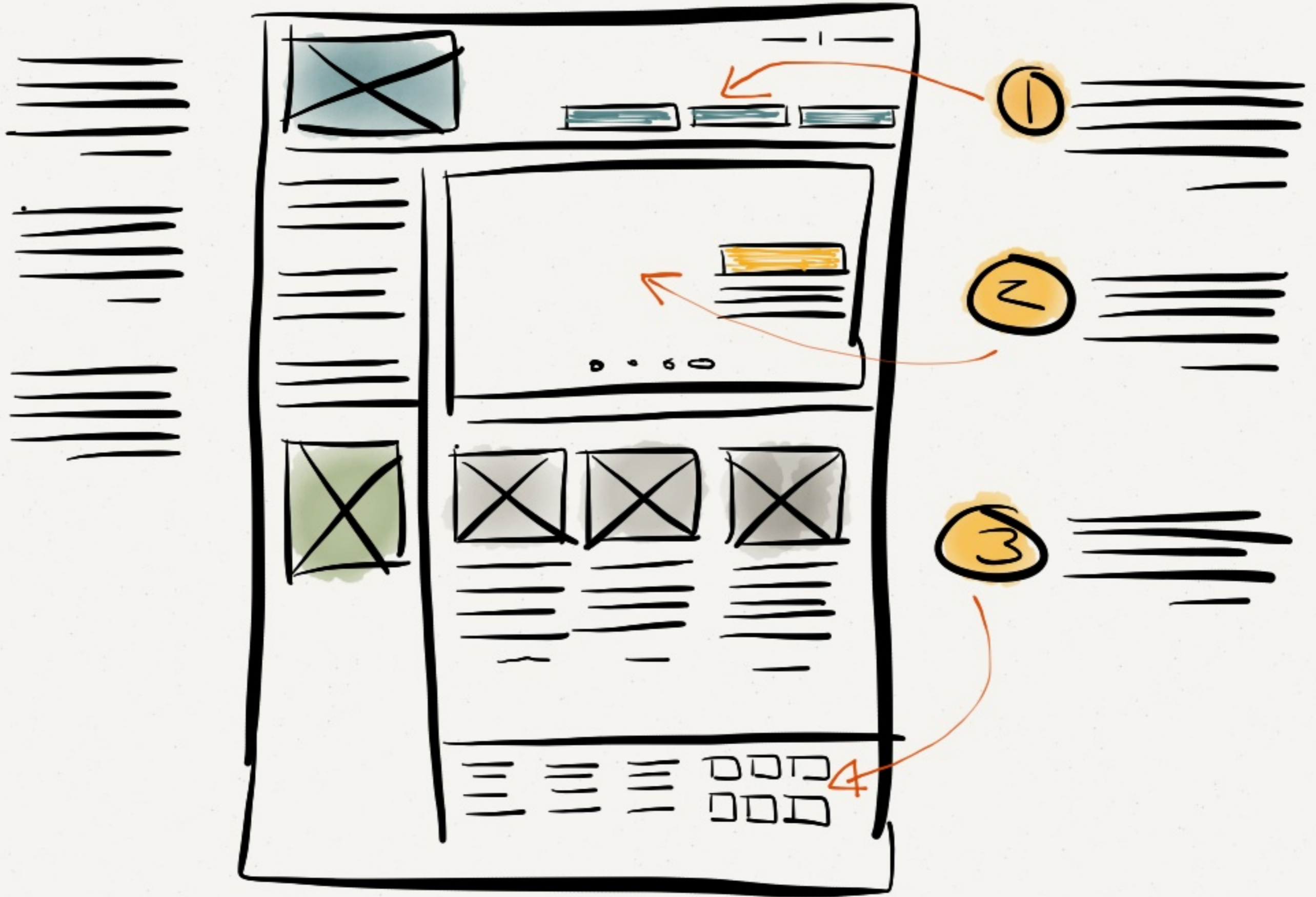
Today's top
bottom
LASS



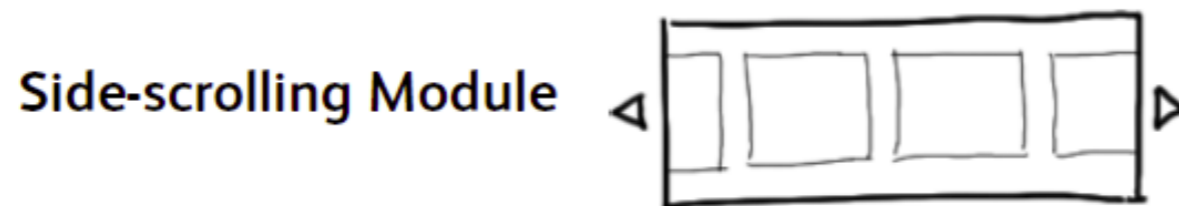
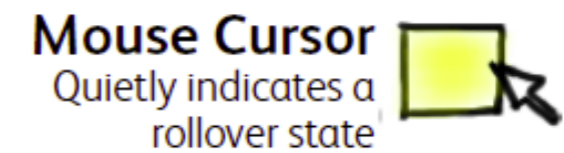
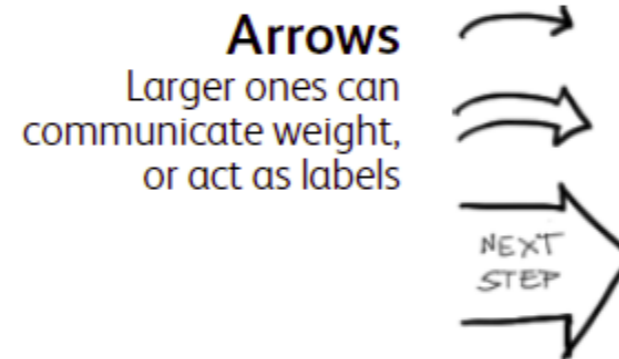
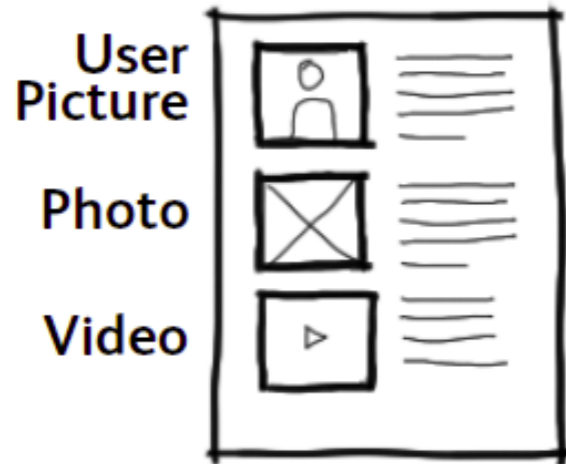
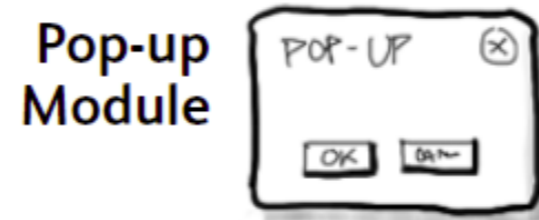
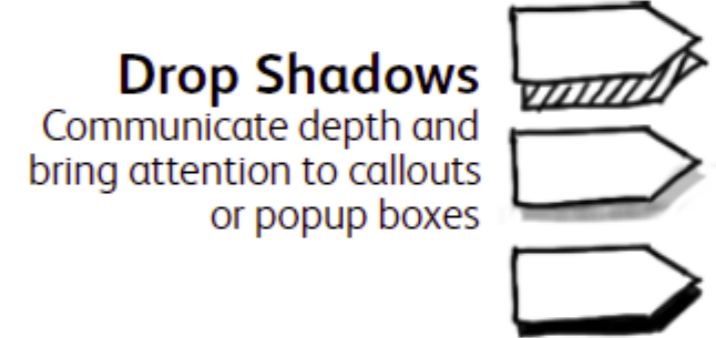
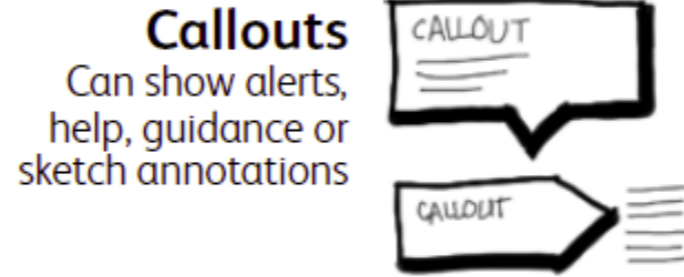
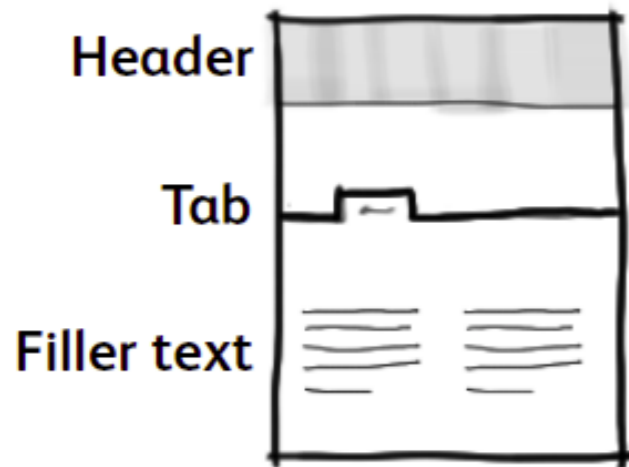
one ad
above the field
200 x 150

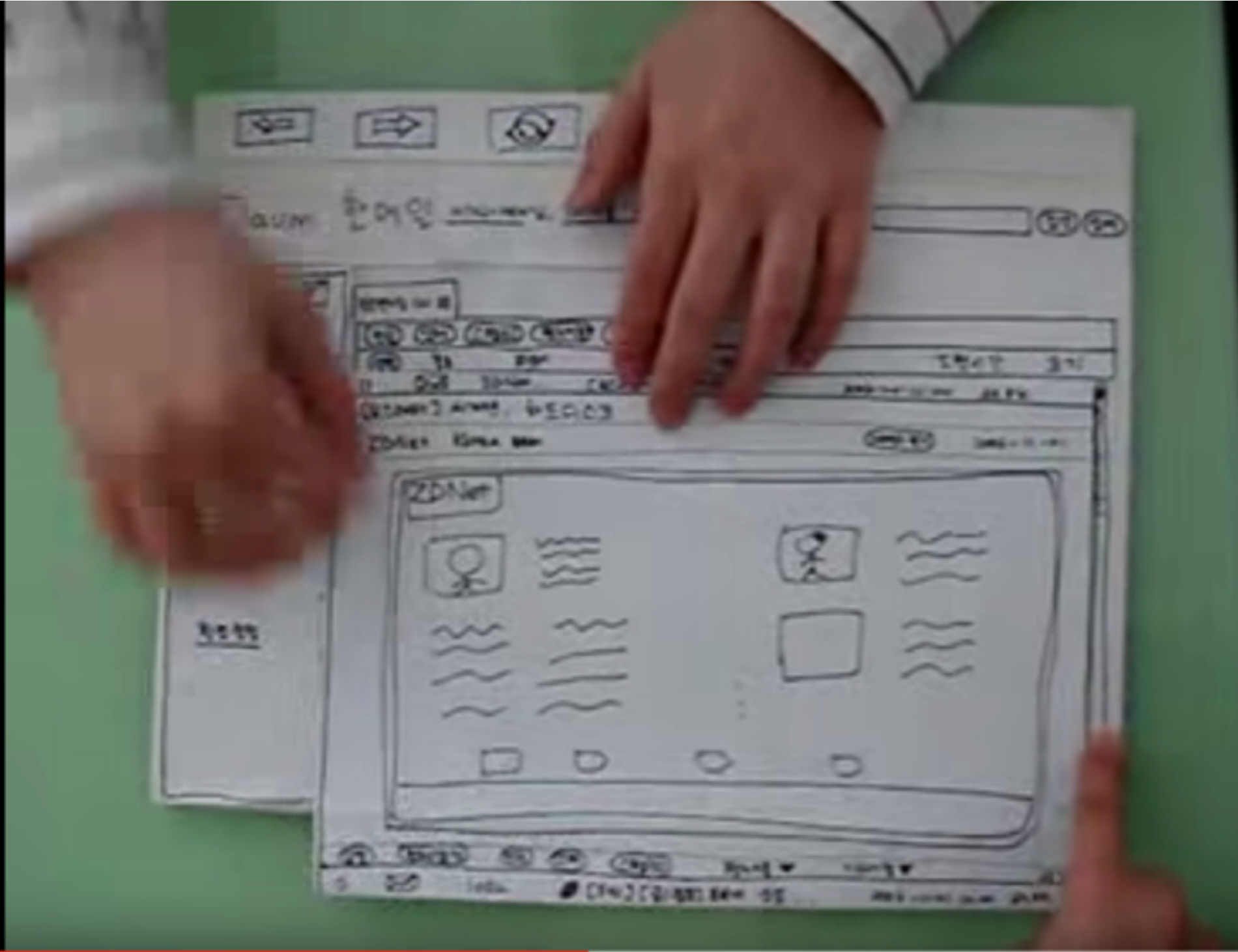
950 ft - 20 ft
400 ft - 20 ft

NOTES



Wireframe sketches: Elements

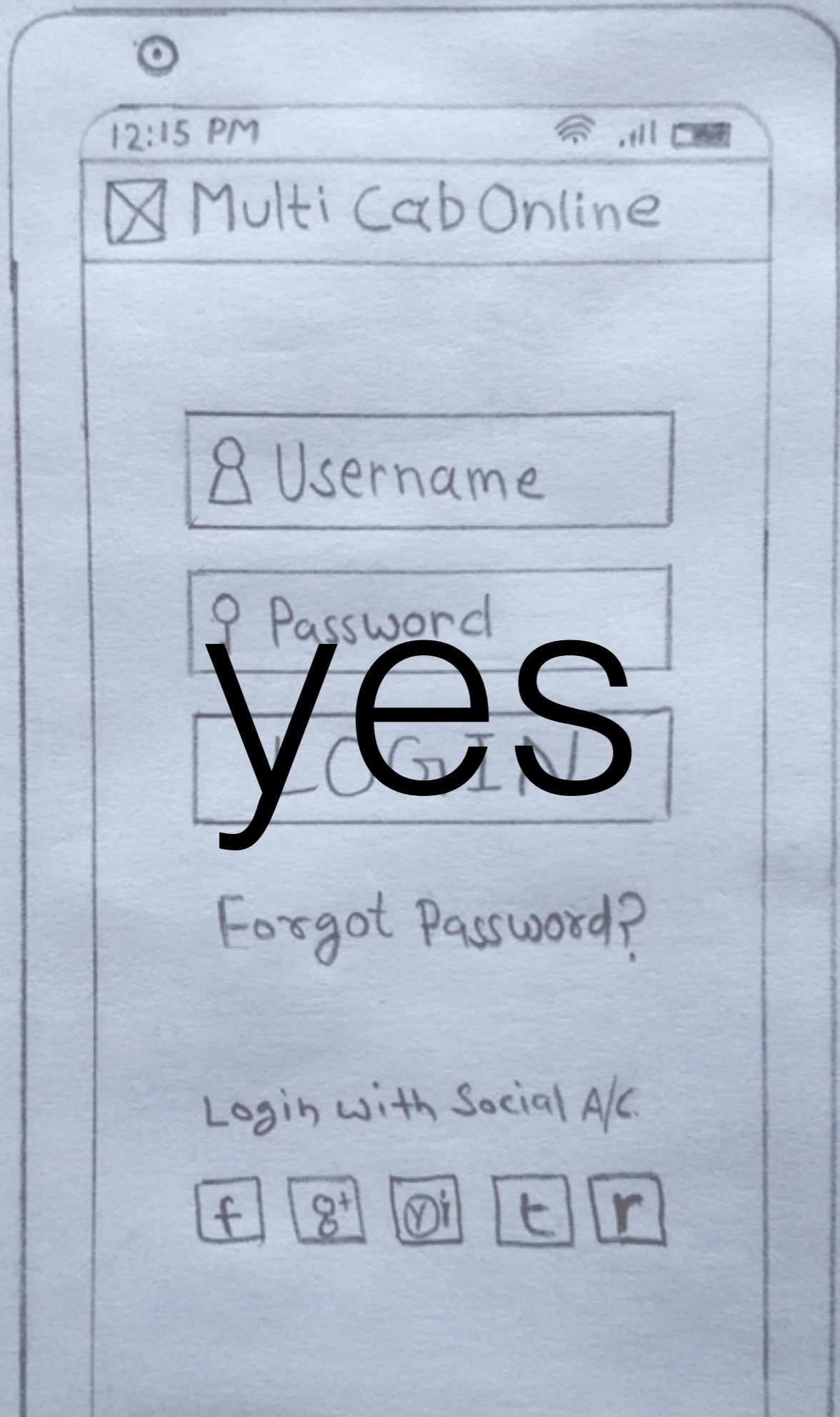




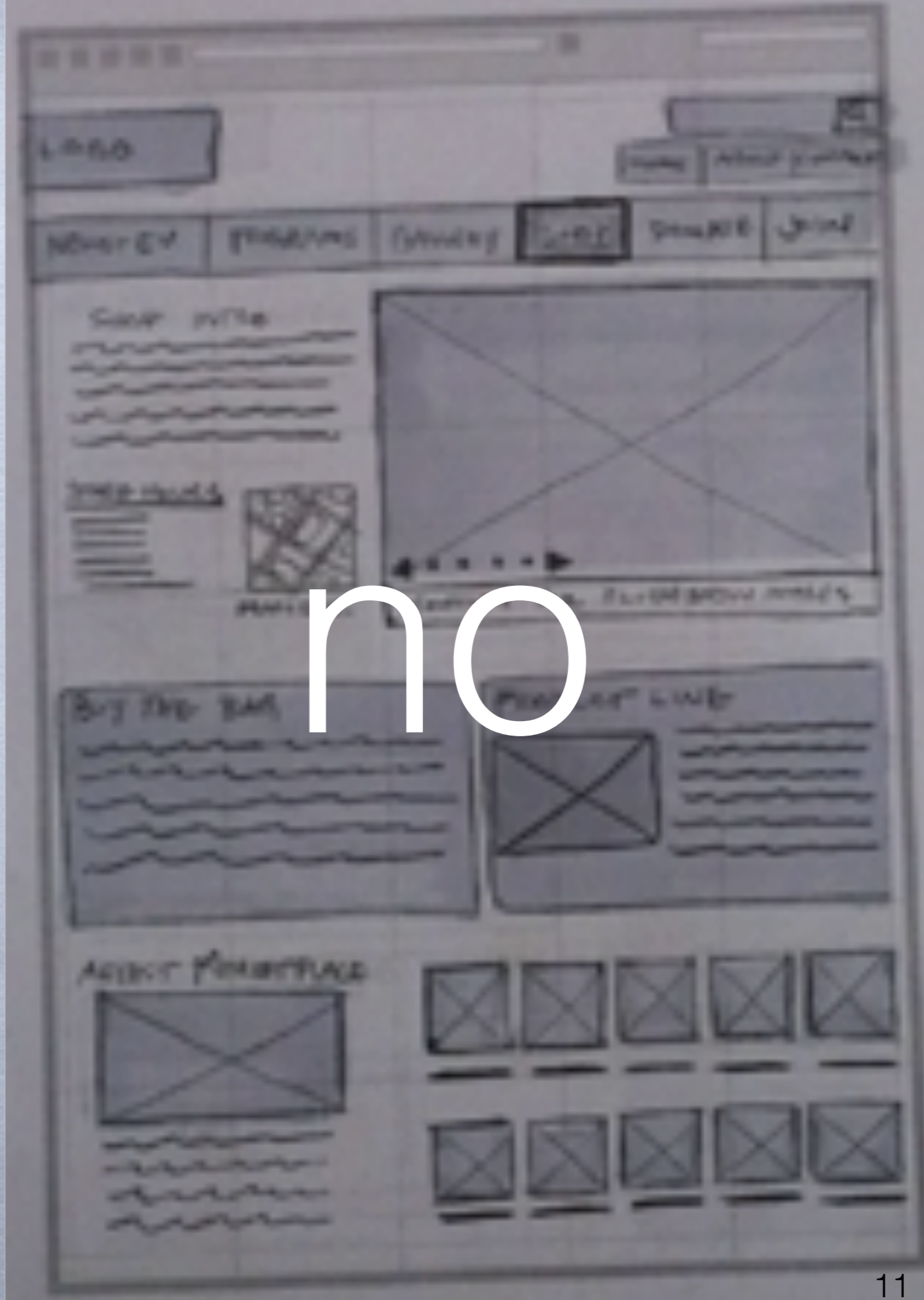
0:49 / 1:49



<https://www.youtube.com/watch?v=GrV2SZuRPv0>



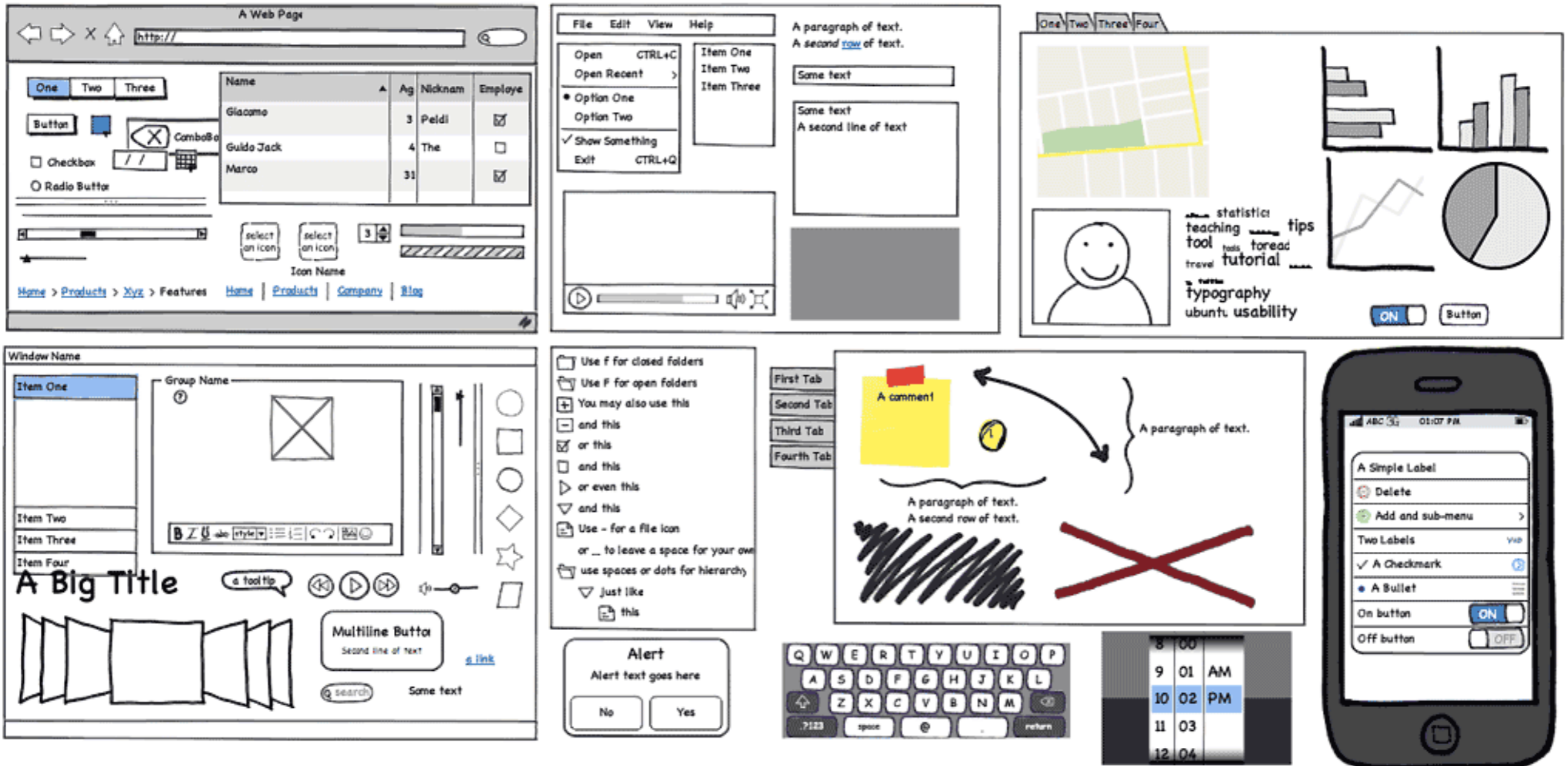
yes



no

next week....

Wireframing software (e.g., Balsamiq)



Shortcuts: Paper Prototypes with Office Supplies



Task

- Create the first paper prototype for your idea. Which elements of your storyboard include a user interface? What are the typical use cases, where can mistakes occur?
- Make quick, scrappy, low-resolution prototypes and focus on the critical elements. Your prototype is not precious, the info you get from sharing it is!

Evaluation

