Storyboards, Paper Prototypes and Mockups

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Outline

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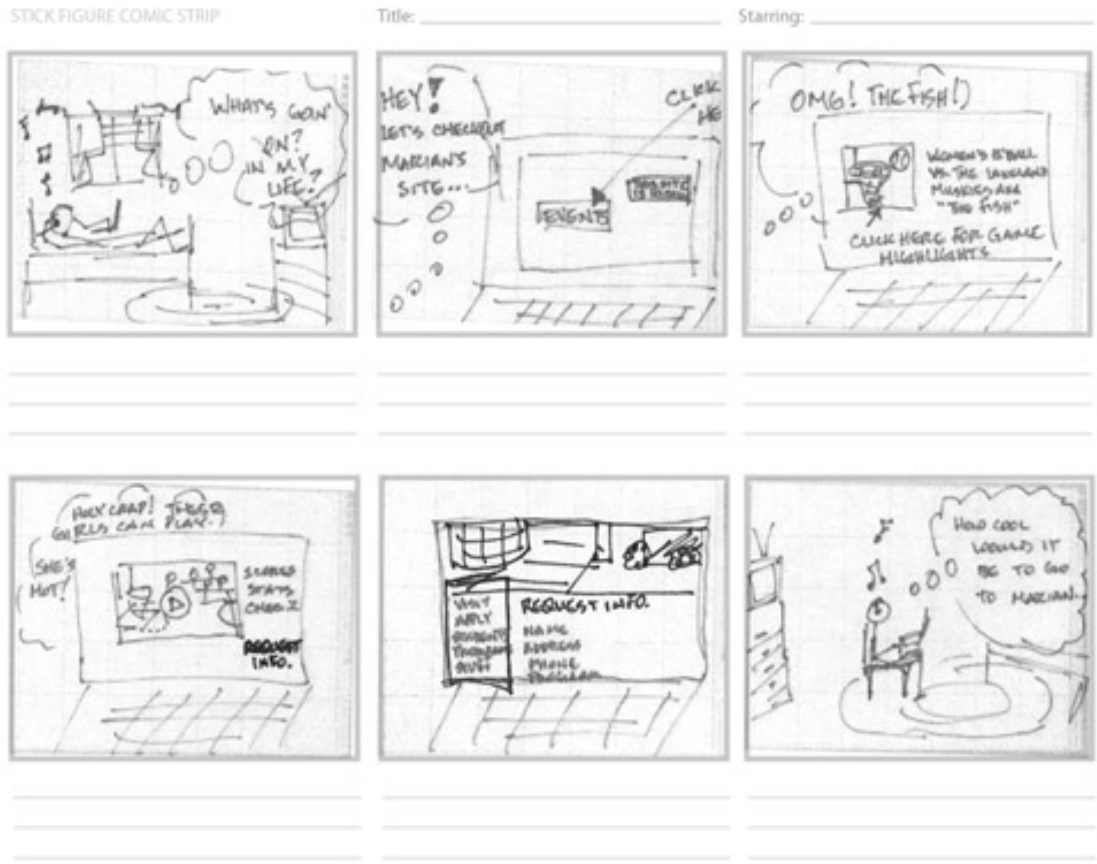
ref[1]

- Storyboarding
- Creating paper prototypes
- testing paper prototypes
- digital mock-ups

[1] from Prof. Scott Klemmer

Storyboarding



- focus on the task (show actual person)
- not on the interface design (common mistake)
- use characters (Bill VerPlank's star people)

Storyboarding more

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Storyboarding is not about "pretty pictures"
it's a way for **communicating ideas**

- I can't draw : well, no problem
- rough drawings help to understand that the idea is still in draft
- help the viewer to focus on the content
- use characters (Bill VerPlank's star people)

Bill Verplank's star people

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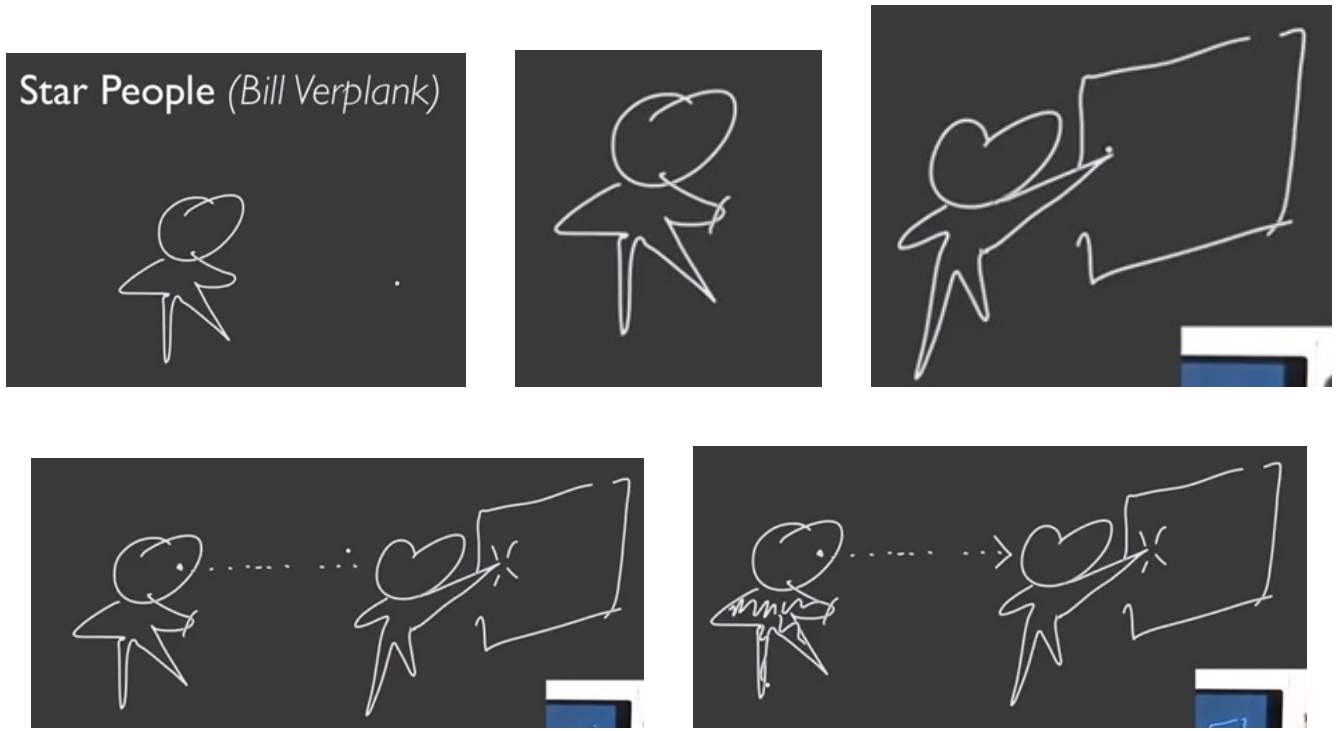

Bill Verplank's star people

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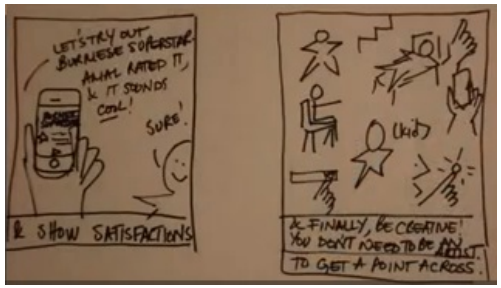
figures seen on Amal Dar Aziz's Guide to Storyboarding.

- Setting
  - goal
  - People involved?
  - Environment?
  - Task being accomplished?
- Sequence
  - What steps are involved?
  - What leads someone to use the app?
  - What task is being illustrated?
- Satisfaction
  - What's the motivation for the user?
  - What's the end result?
  - What need are you "satisfying"?



Benefits of storyboarding

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- Helps emphasis how an interface accomplishes a task;
- Avoids commitment to a particular user interface (no buttons yet);
- Helps to get all the attendees on the same page in terms of the goal.

Time limits

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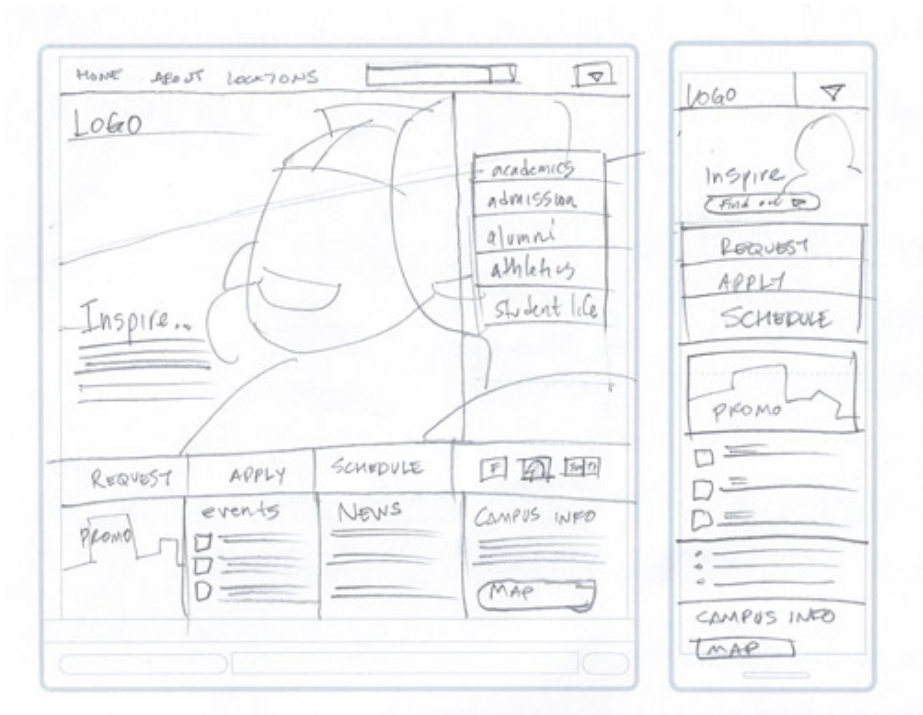
- 10 minutes for a storyboard
- rough design, no fine drawings
- then focus on the look and feel of your application and use paper prototyping



hspace5cm**figure seen on mobile.smashingmagazine.com**

Paper Prototyping

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- design using paper a mock-up of your user interface
- paper, post-its (lists, menu), transparent paper (layers)
- quickly,
- beautiful drawings specify way too much design, any modification is hard to perform later,

Paper Prototyping more

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ref.[2]

- Work quickly and make reusable components.
- use thick marker pen; (thin lines can hardly be seen)
- keep all your material in one place (small interface widget tend to get lost or damaged easily)
- If something is hard to simulate such as progress indicators, right mouse menus, hyperlinks, and so on; ask the users if the elements are available then verbally describe the interaction.

[2] from studyingusability.wordpress.com

Paper Prototyping more

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- If it is a computer application, then you can create a poster board to contain the prototype and provide context for the user.
- It is okay to mix and match hardware and software. For example, if the UI size constraints are important, you can make a blinder using a photograph of the device that would be used. Then you can manipulate the prototype within the frame.
- Wherever applicable, add context by including familiar operating system elements.
- Most importantly, get users and other attendees to help design.

Paper Prototyping more

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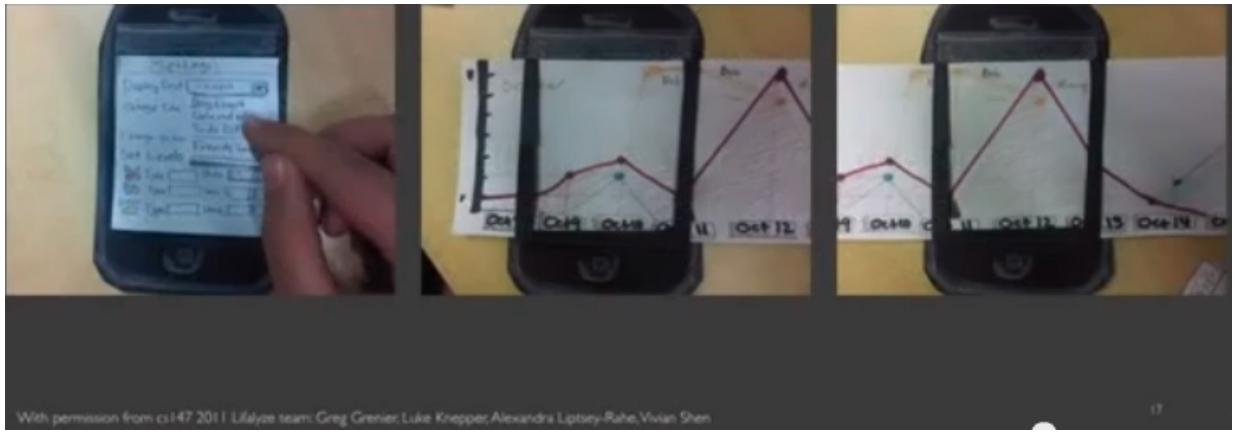
- use a false mobile phone to slide prototype into the device
- post-its you glue on the top of your phone



Be creative

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- Widgets : paper, Cardboard, transparencies;
- Connectors : tape, glue, rubber cement;
- Drawing : pens, pencils, markers.
- anything that helps you...

Tools

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NotePod

Tools

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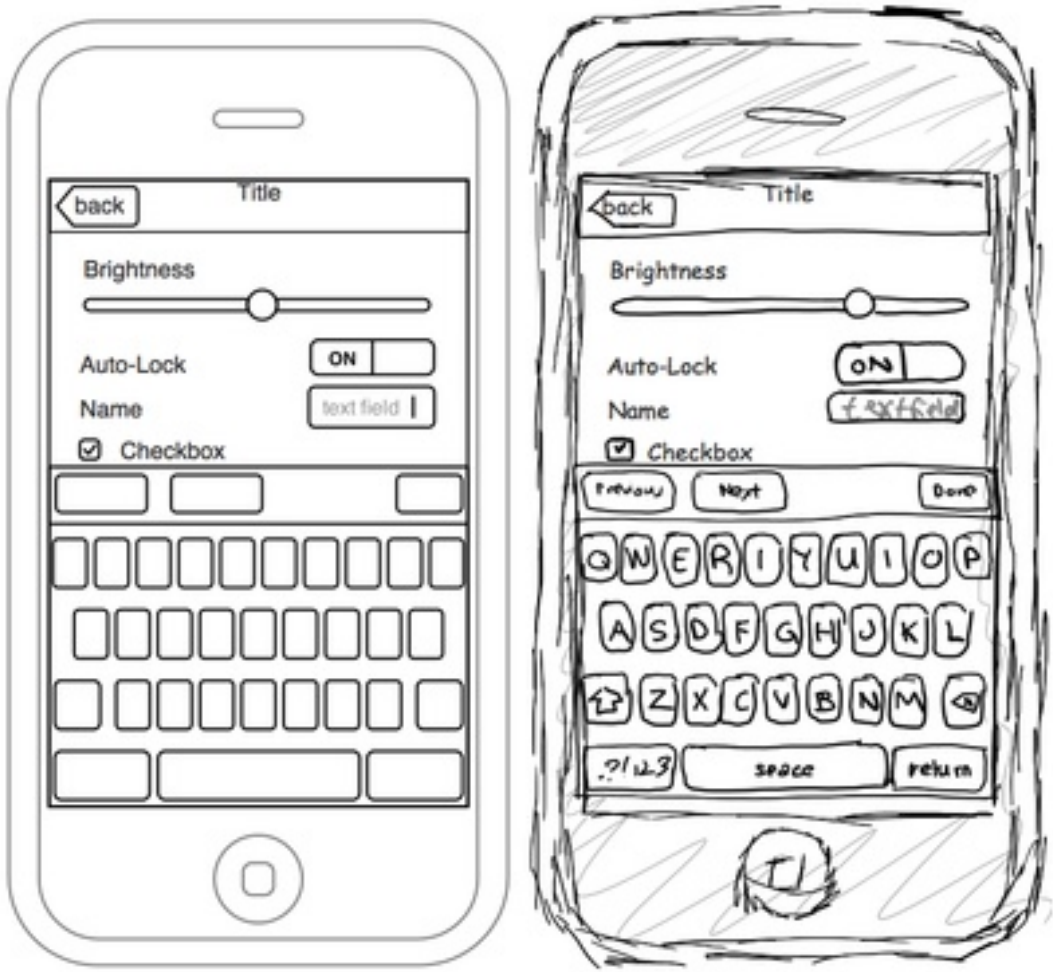
iPhone Mock-up siteWeb



Tools

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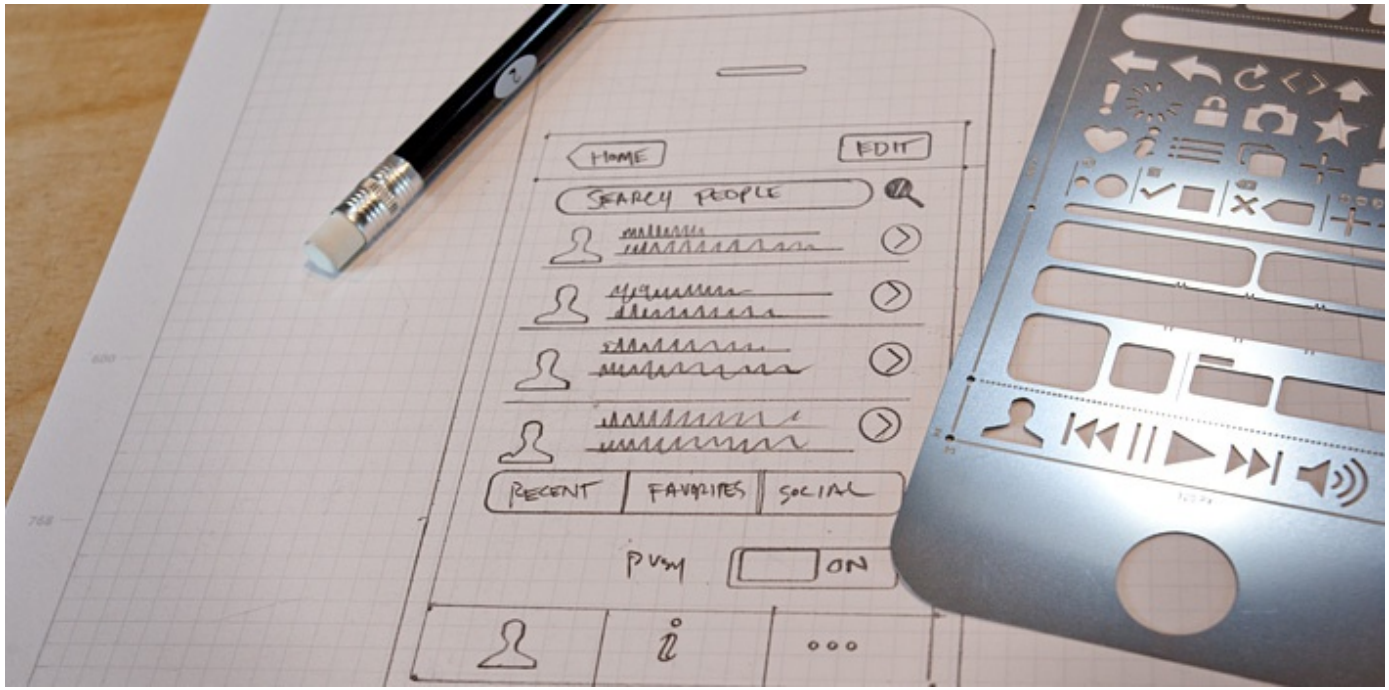
iPhone UI Stencil Kit



Tools

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iphone sketchpad (works with the Stencil Kit)

Material

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- Poster board,
- restickable glue, removable tape to change component quickly;
- transparency are usefull to input content: a sheet of transparency (the size of the input field) is added on the input field, then the input is written on transparency sheet;
- use stack of index cards to simulate tabbed dialog boxes;
- various sizes of markers help to structure your interface.

Multiple alternatives and feed back

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- Design multiple alternatives;
- A way to get valuable feedback from the user;
- Everybody can be involved;
- Ease user/client/stakeholders to provide feedback. Paper and pen, even the option to modify the interface... paper,pen, post-it...
- next step is "digital mock-up"

Digital Mock-ups

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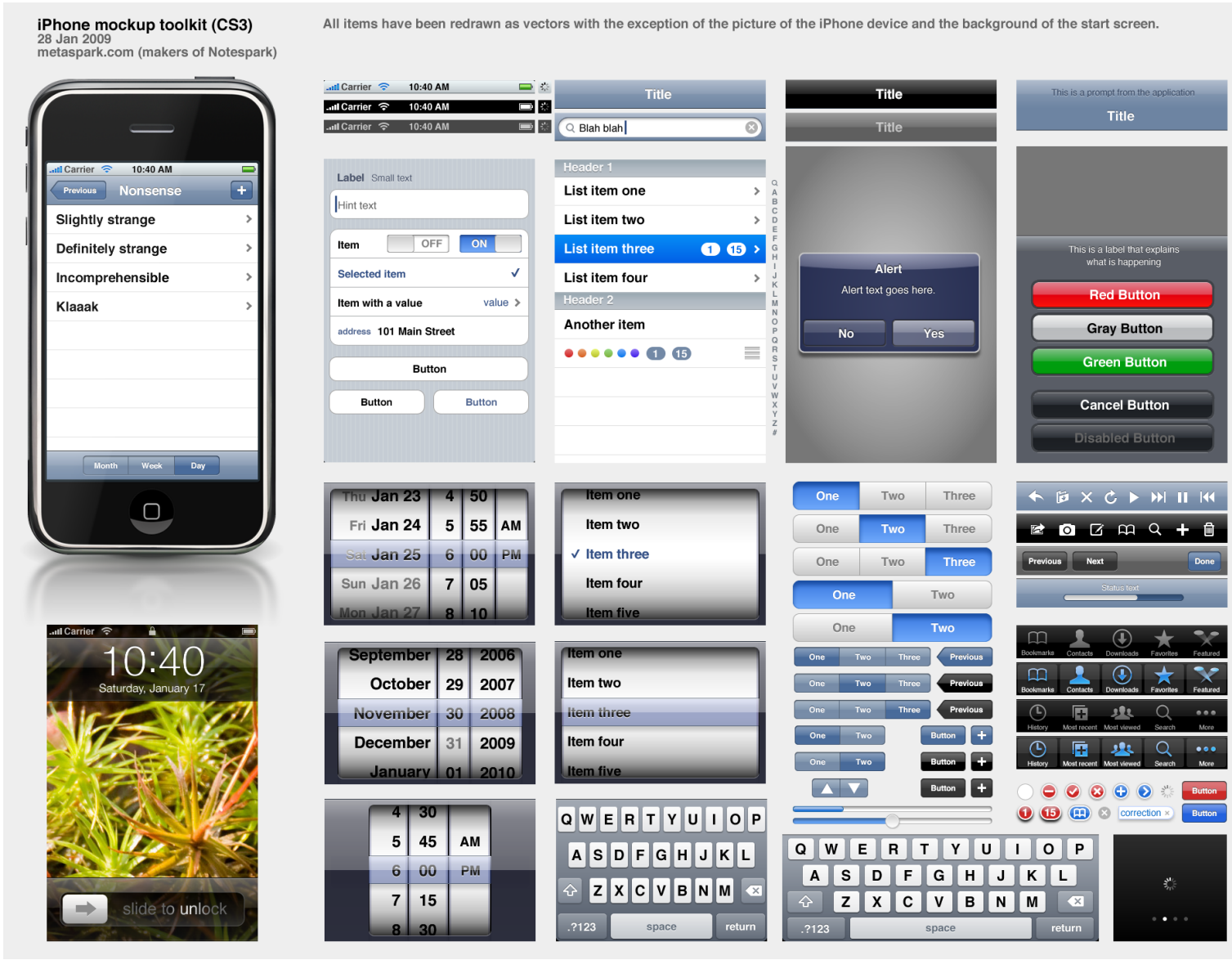
- needs more time;
- goes to the pixel definition;
- many commercial applications;
- a few free application, web based (mockingbird...).

Tools

MetaSpark's Fireworks Vectors Images



Tools

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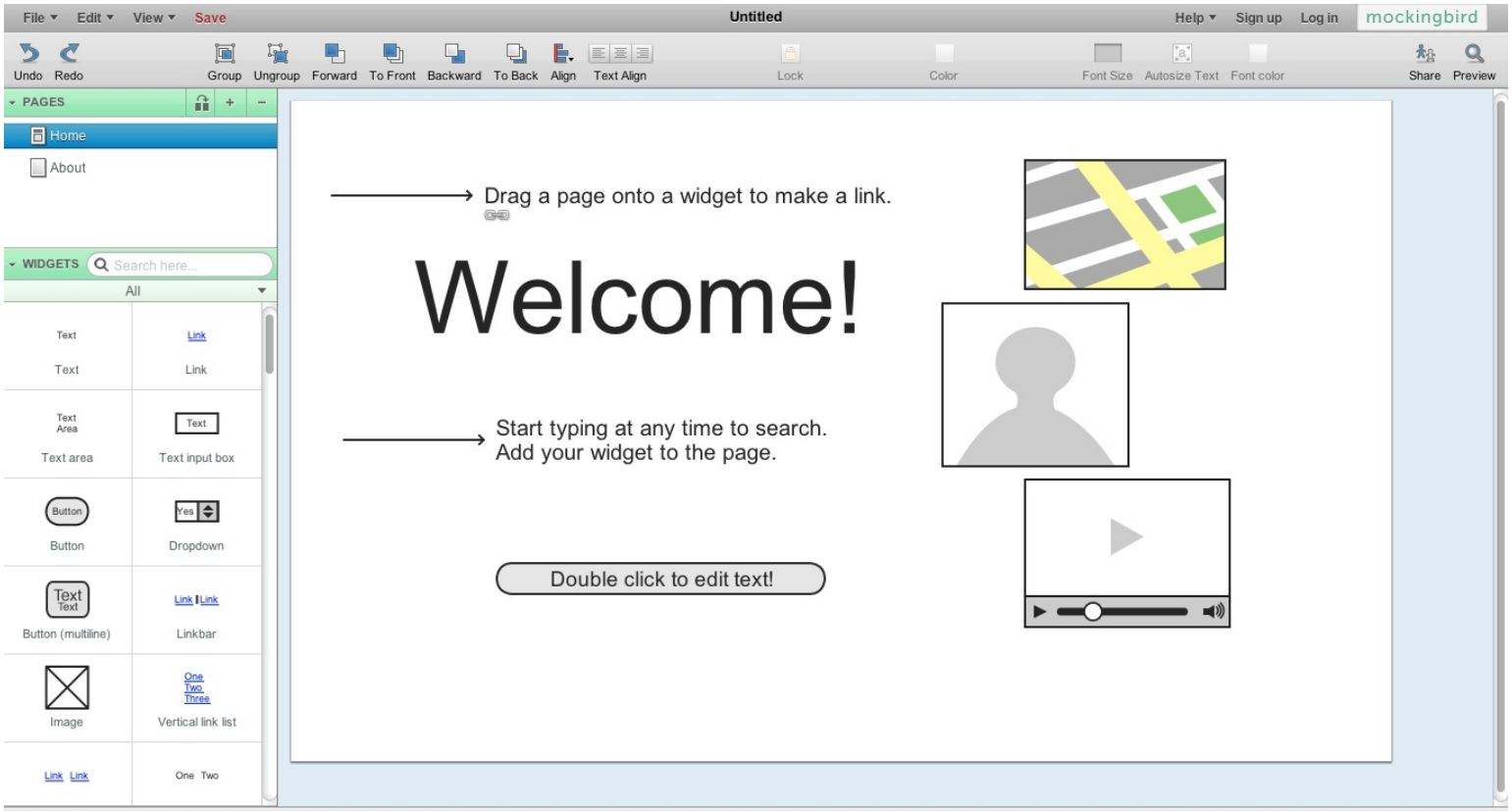
MockingBird



Form and Feedback Co-evolve

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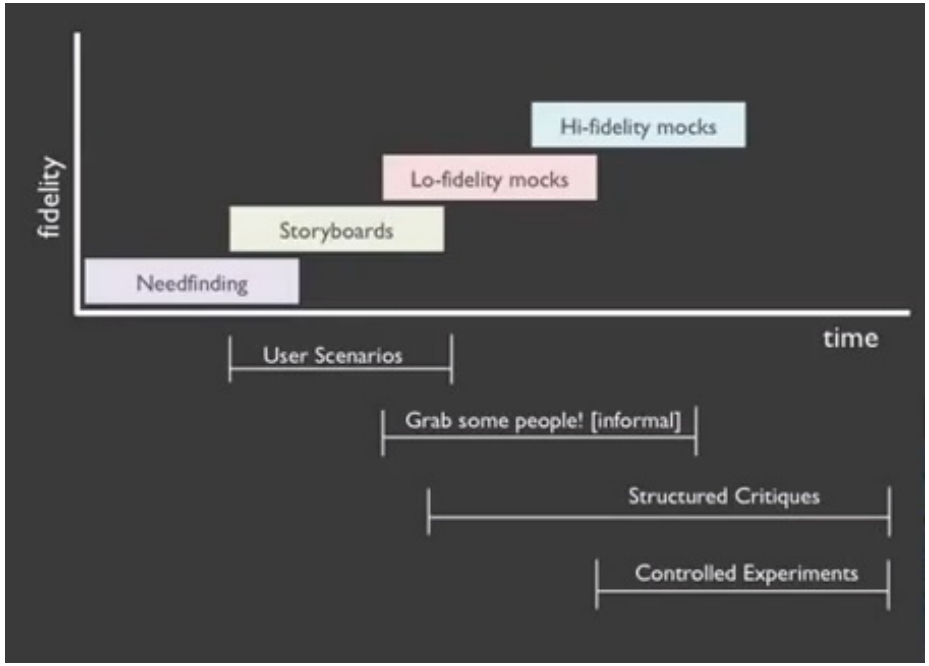

Further Reading

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- Bill Buxton, *Sketching user Experience*
- Bill Moggridge, *Designing Interactions*
- Carolyn Snyder, *Paper Prototyping*
- Michael Schrage, *Serious Play*
- Houde and Hill, *What do Prototypes Prototype?*
- Todd Zaki Warfel, *Prototyping*