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Paper Prototyping

Crash course in UX

Homework Review

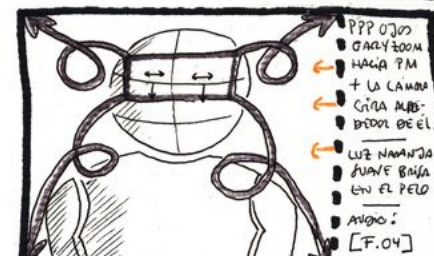
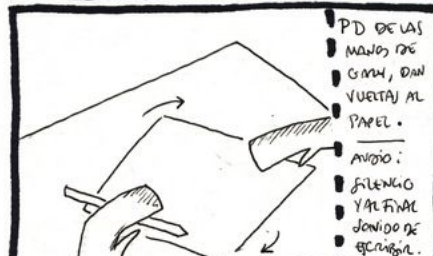
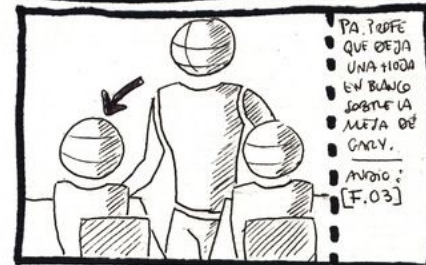
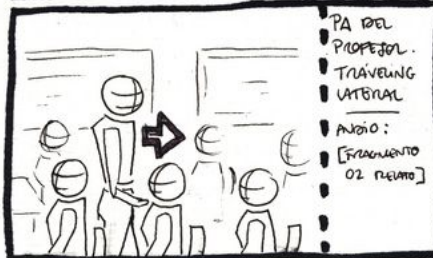
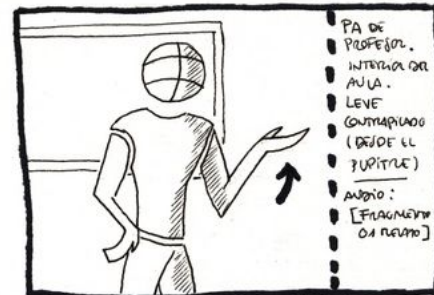
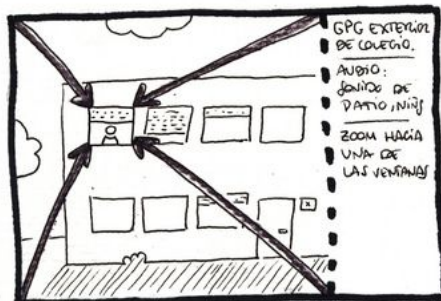
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Paper Prototyping

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Storyboards

Share the storyboards that you created and the most crucial findings that you came across while validating them with users.



Who's This Guy?

Deyan Halachliyski

Previously:

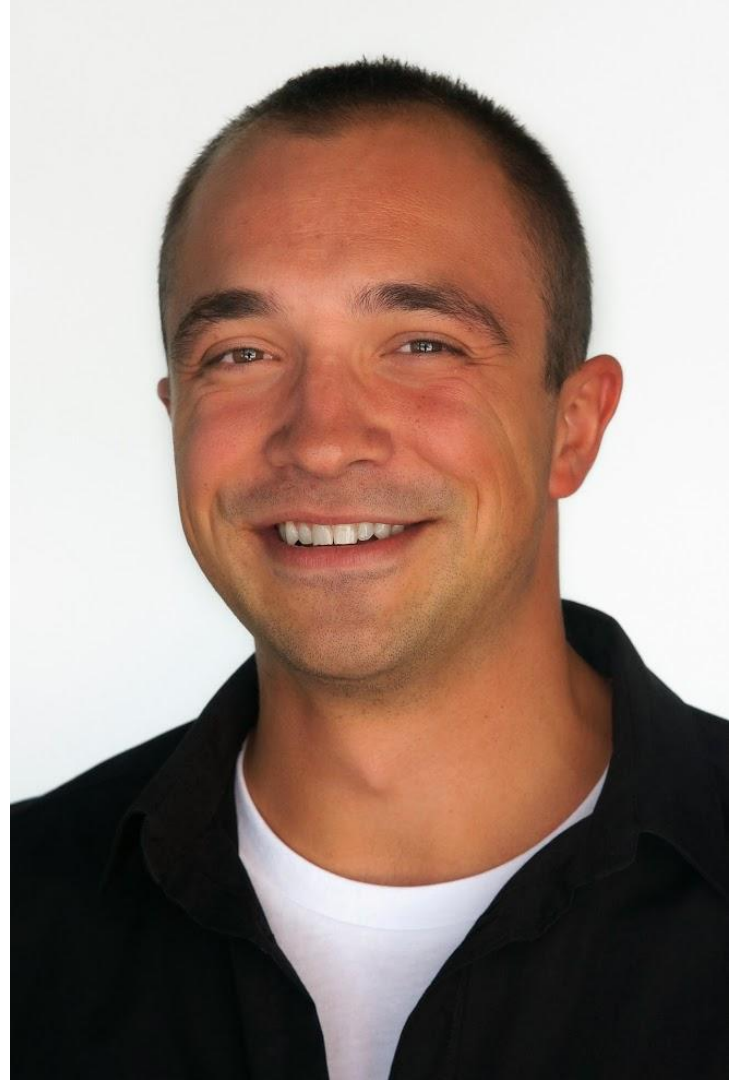
MSc in Human-Computer Interaction (Germany)

Now:

Interaction Designer
since 2013

vmware®

bg.linkedin.com/in/deyanhalachliyski



Agenda

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Paper Prototyping

Crash course in UX

1 Prototyping

2 Types of Prototypes

3 Paper Prototyping

Prototyping

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Paper Prototyping

Crash course in UX



What

An early version of the product to test concepts, interactions, visuals, etc.

Prototyping

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Paper Prototyping

Crash course in UX

- ▶ **What**
An early version of the product to test concepts, interactions, visuals, etc.
- ▶ **Why**
Cheaper than developing the full product



Types of Prototypes

- ▶ Based on scope:
 - Horizontal
 - Vertical
 - Scenario
- ▶ Based on details:
 - Paper prototypes
 - Wireframes
 - Mockups

Types of Prototypes: Paper Prototypes

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Paper Prototyping

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- ▶ Test basic concepts, not exact UI structure
- ▶ Can be:
 - Sketch on a napkin
 - Like a storyboard
 - Flipbook
 - Post-it
- ▶ Shouldn't be:
 - Detailed
 - Made on a computer

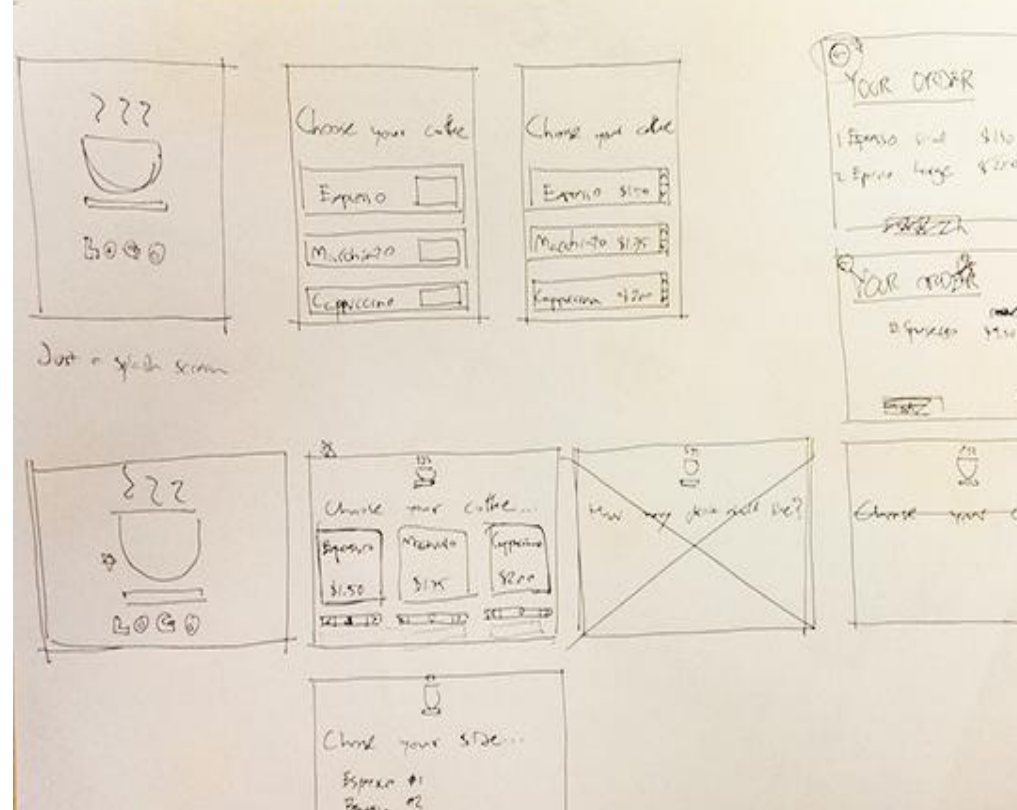
Types of Prototypes: Paper Prototypes

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Paper Prototyping

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- ▶ Quick
- ▶ Inexpensive
- ▶ Suggestive and exploratory rather than confirming
- ▶ Easily disposable



Types of Prototypes: Wireframes

- ▶ Test the UI layout and relationships between pages
- ▶ Can be:
 - Made on a computer
 - Balsamiq Mockups, Powerpoint, Visio
 - Drawn by hand using a pencil and a ruler
- ▶ Shouldn't be:
 - Pixel perfect
 - Including the visual design

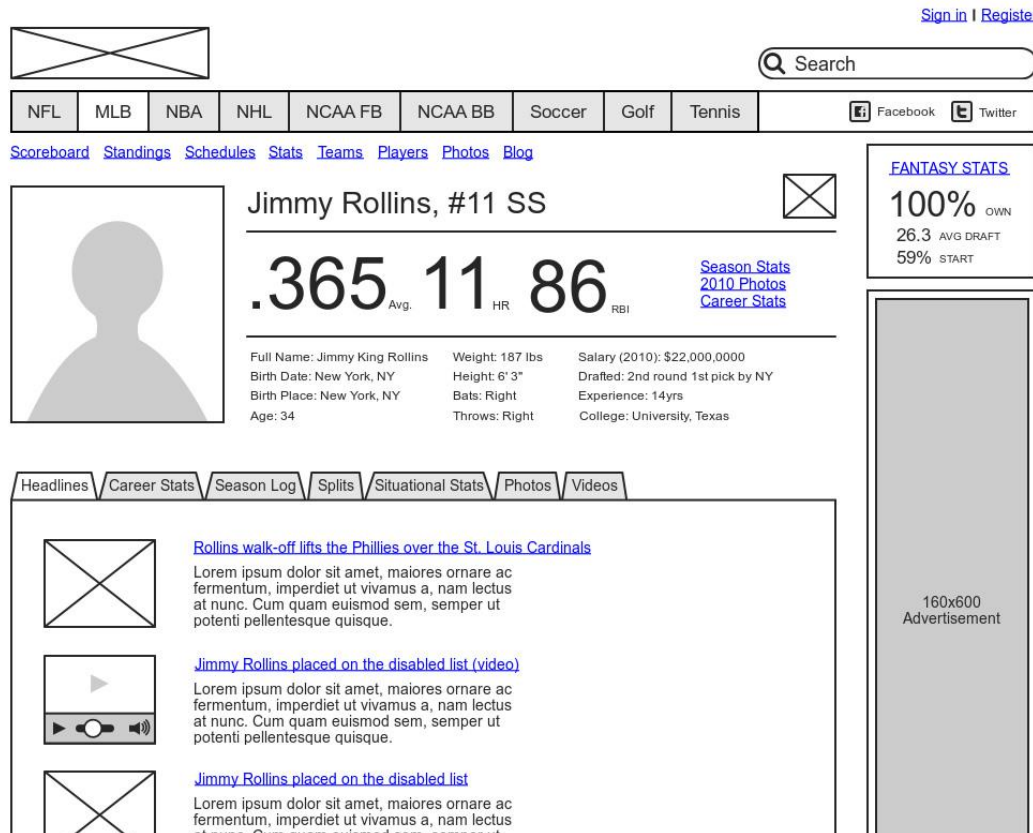
Types of Prototypes: Wireframes

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Paper Prototyping

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- ▶ Quick
- ▶ Inexpensive
- ▶ Confirming
- ▶ Easy versioning



Types of Prototypes: Mockups

- ▶ Test details including visual design
- ▶ Can be:
 - Made on a computer
 - Axure, Omnigraffle, Photoshop, HTML/CSS
 - Pixel Perfect
 - Including the visual design

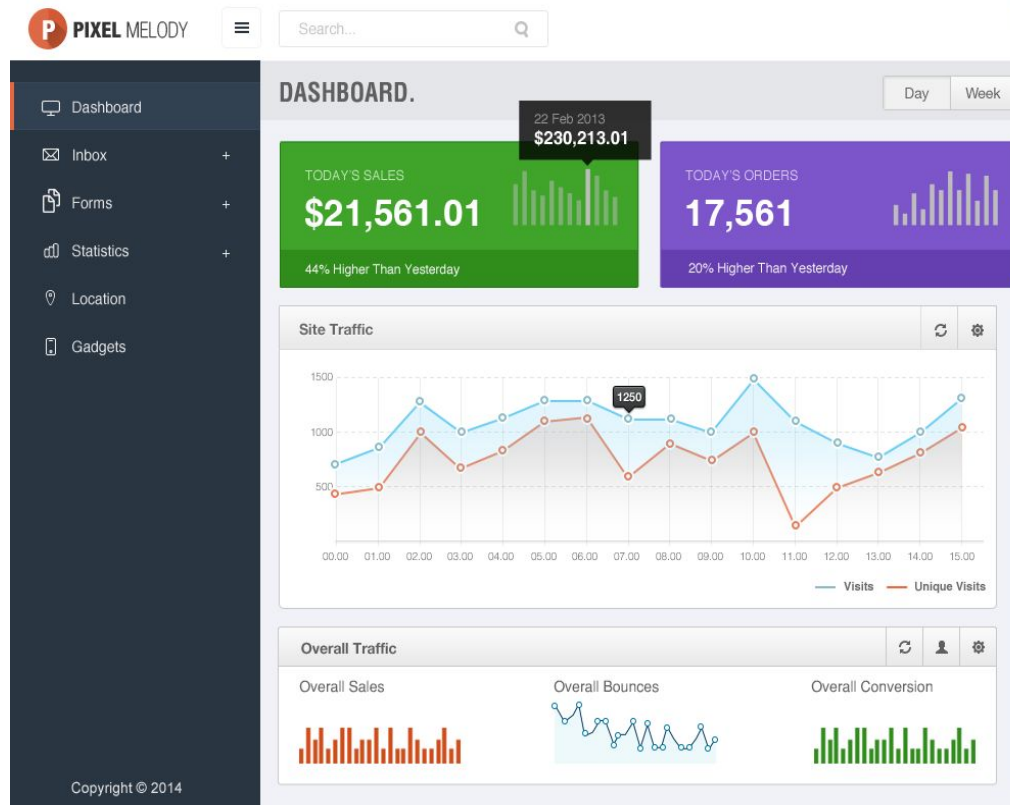
Types of Prototypes: Mockups

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Paper Prototyping

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- ▶ Digital
- ▶ Detailed
- ▶ Confirming
- ▶ Easy versioning



Paper Prototyping

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Paper Prototyping

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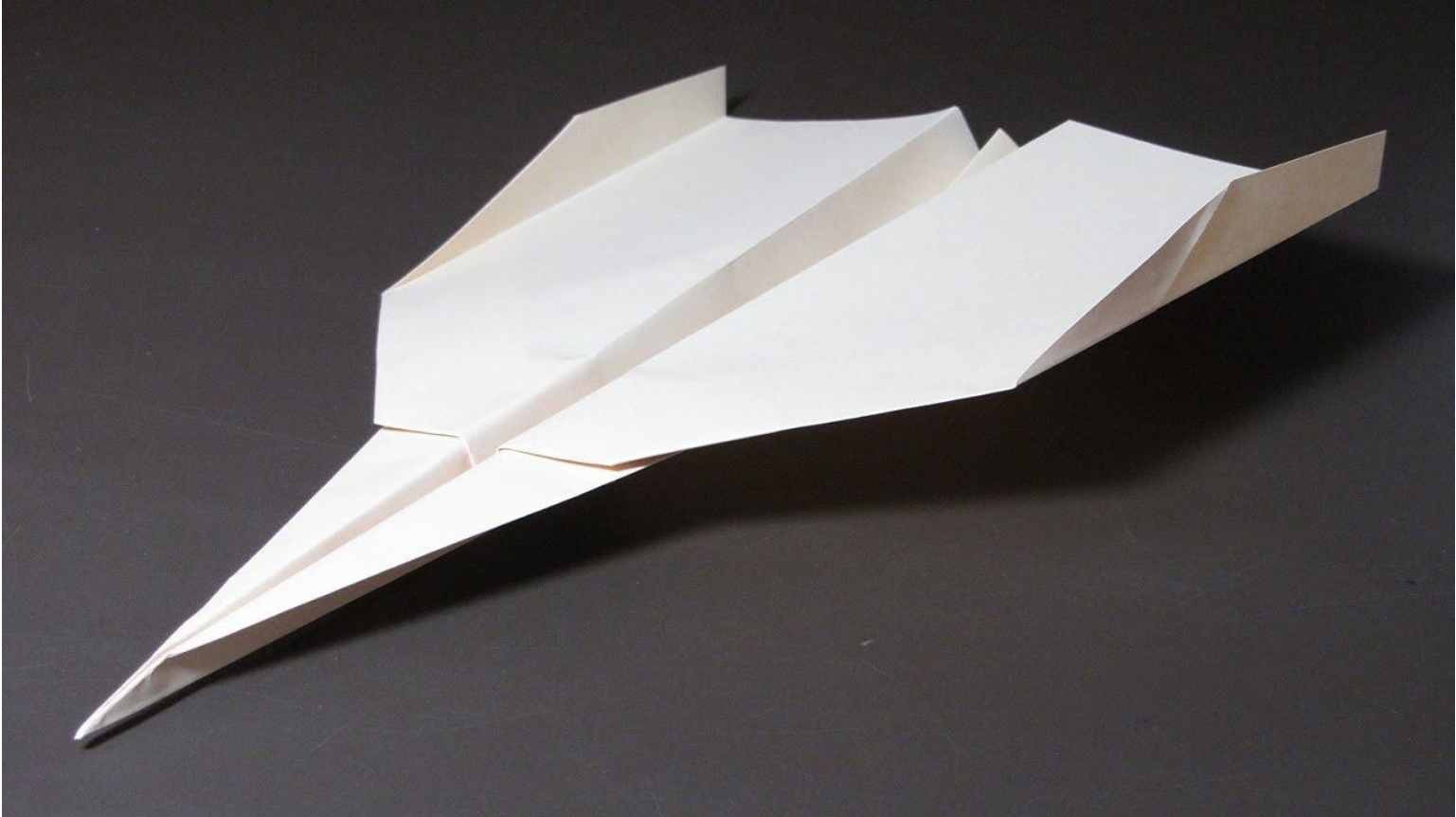


Image: <http://thekidshouldseethis.com/post/84516623332>

Paper Prototyping

Some rules of thumb:

- Keep them rough, don't make them pretty
- Focus on structure, not details
- Only include the most important UI elements
- Hand drawn, rather than digital

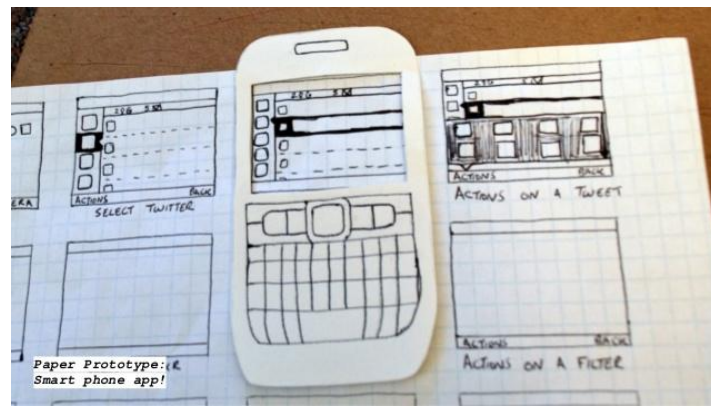
Paper Prototyping: Storyboard-like

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Paper Prototyping

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- ▶ Demonstrate a fixed scenario
- ▶ Several pre-drawn frames on a single sheet
- ▶ Explain frame transitions
- ▶ Not interactive
- ▶ Doesn't include the full product



Paper Prototyping: Flipbook

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Paper Prototyping

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- ▶ Interactive - allows you to simulate the UI
- ▶ Frames are on separate pages stacked as a book
- ▶ Includes the full product



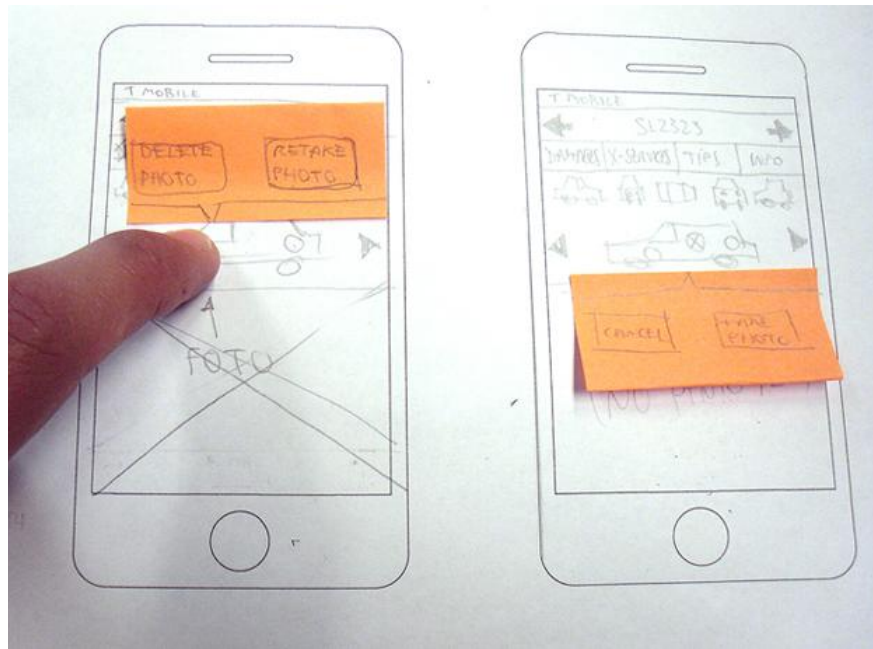
Paper Prototyping: Post-it

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Paper Prototyping

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- ▶ Interactive - allows you to simulate the UI
- ▶ Dialogs, pop-ups, menus are on layers of post-its
- ▶ Easy to modify
 - rearrange notes
 - add/remove notes



The good:

- ▶ Low-detail, allows for concentrating on high-level concepts
- ▶ Rapid iteration
- ▶ Low budget
- ▶ Easy collaboration

The bad:

- ▶ Hard to maintain
- ▶ May be hard to redraw many similar elements
- ▶ Interactive only with the help of the designer

Paper Prototyping: Exercise

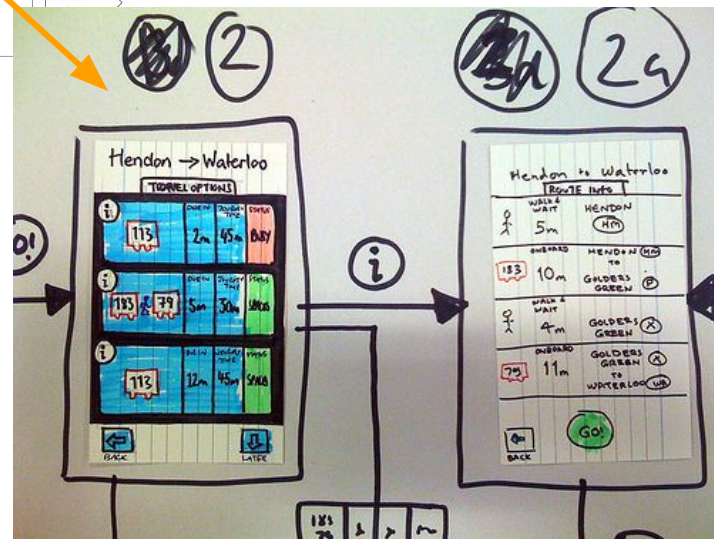
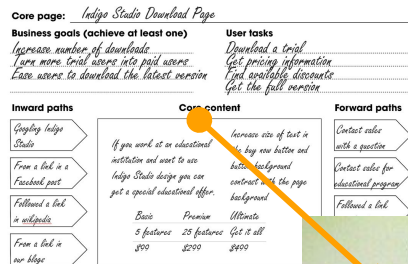
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Paper Prototyping

Crash course in UX

Create paper prototypes for your core content according to the core model canvases that you have already created.

Bear in mind the storyboards you created last time and the contextual information they provide.



Homework Assignment

Complete your paper prototypes and add the missing screens in between to cover a continuous flow of screens that you can walk a user through.

Use the paper prototype to get feedback from representative users.