

Low Fidelity Prototyping



Low fidelity prototypes

- Fast and inexpensive
- Elicit users feedback concerning general aspects
- Easy to modify even during user tests
- Valuable to test the UI conceptual model

- Specifically adequate to get feedback concerning:
 - Concepts and terminology
 - Navigation
 - Contents
 - Functionality

How to prepare and use a paper prototype

- After drafting the conceptual model
- Draw the screens, menus, dialog-boxes, messages etc. needed
- Prepare the test protocol
- Perform the user tests:
 - One experimenter conducts the test
 - Another observes
- When needed change the prototype

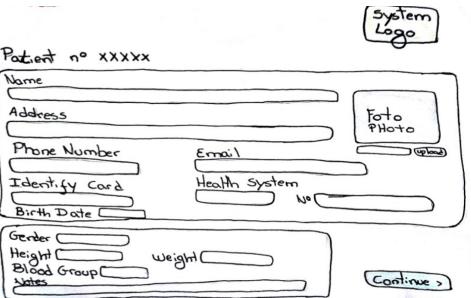


- It does not need to have much detail, nor to be very realistic,
 e.g.:
 - Text may be replaced by some lines
 - Images may be replaced by words
 - In general no colour is needed
 - Sizes of windows, fonts, etc. don't need to be final

What can be used to make it?

- Paper, pens, markers, ...
- Applications such as:
 - Balsamiq
 - Pencil

— ...

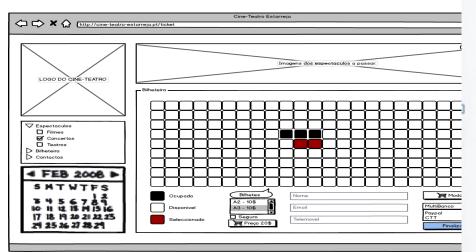


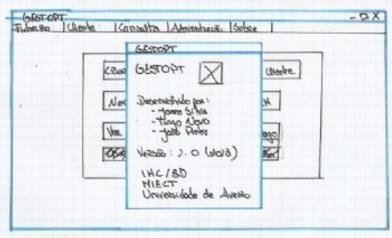




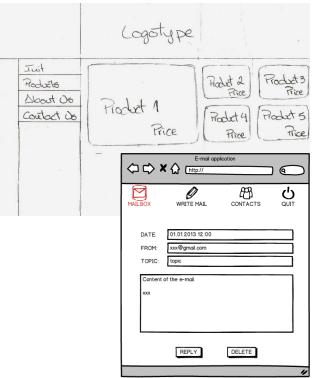
Project Edit View Windows Help

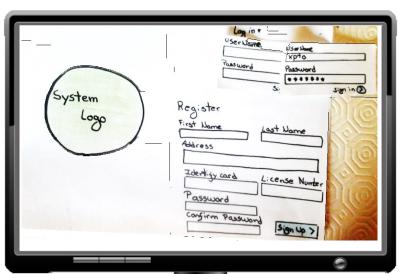
May be more or less "sophisticated":





-> O bobio (2002 Ficto Hedro se esté disponire) se o legin foi futo por um optométoro





Shopping List

Recent lists

Insert list by category

Insert list by notebook

Insert the list above while we are adding products

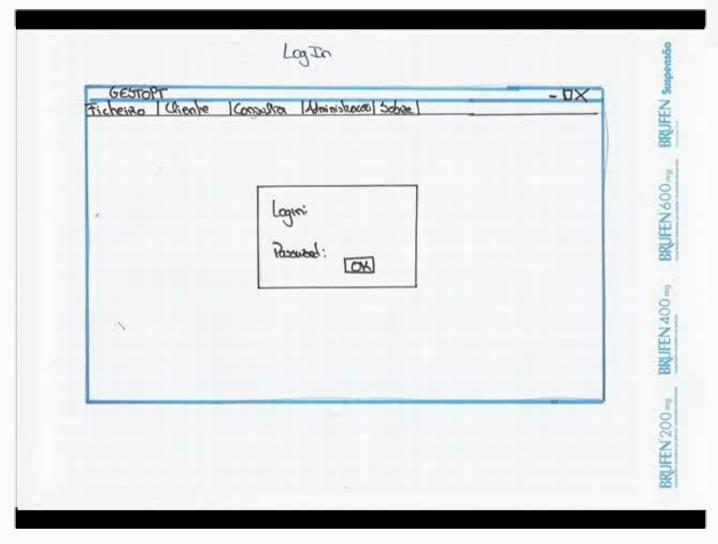
Example: "on-line shop"



	Cogotype			log Iu iZegister		
Juit Products About Do Contact Do	Product 1 Price	Product 2 Price Rocket 4 Price	Product 3 Price Product 5 Price	My Account. Cart (O I tem) Exercle Support (Nowber)	Tegistration First Nome: Lost Nome: Bith Day: Bel/Imm/ Tyyyl Address Code Zip: 1 Condry: Telephone: Poechord: Continu Passavid: Continu Passavid:	My Account Cart (Offens) Ecarcle Exprort (Noulber)
					(Suburit) (Coure)	8

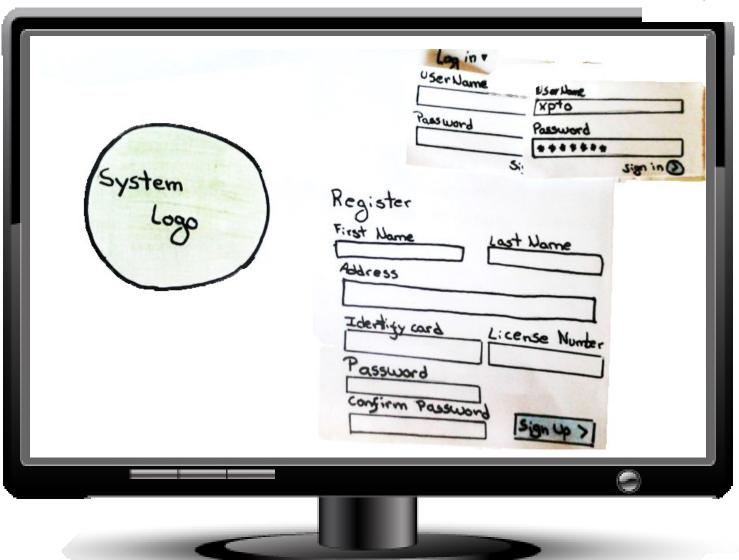
Example: "store managment application"





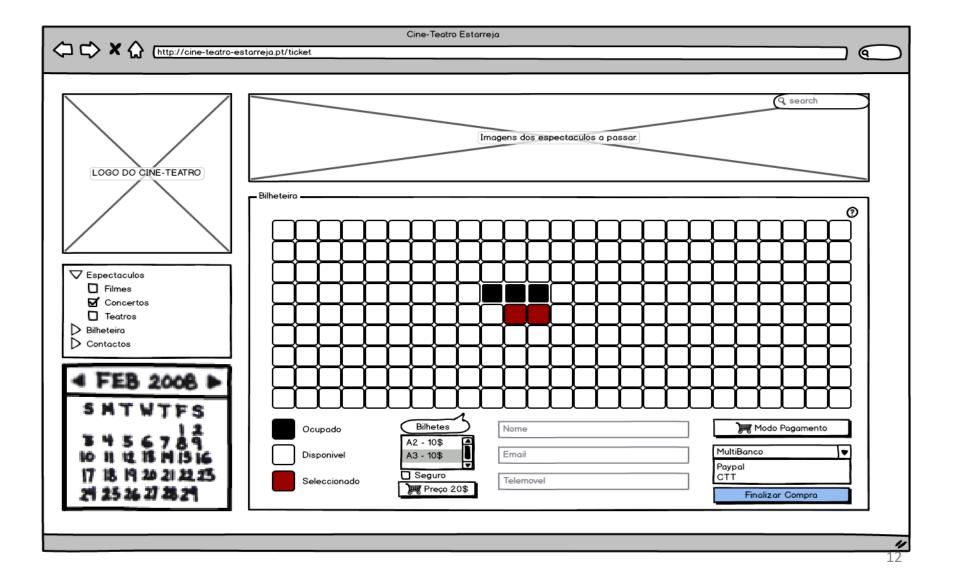
Example: "E-Doctor"

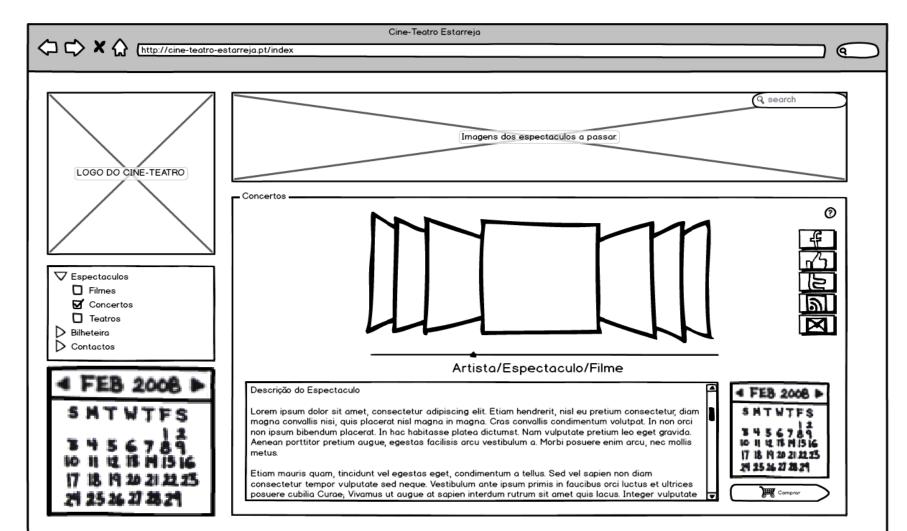




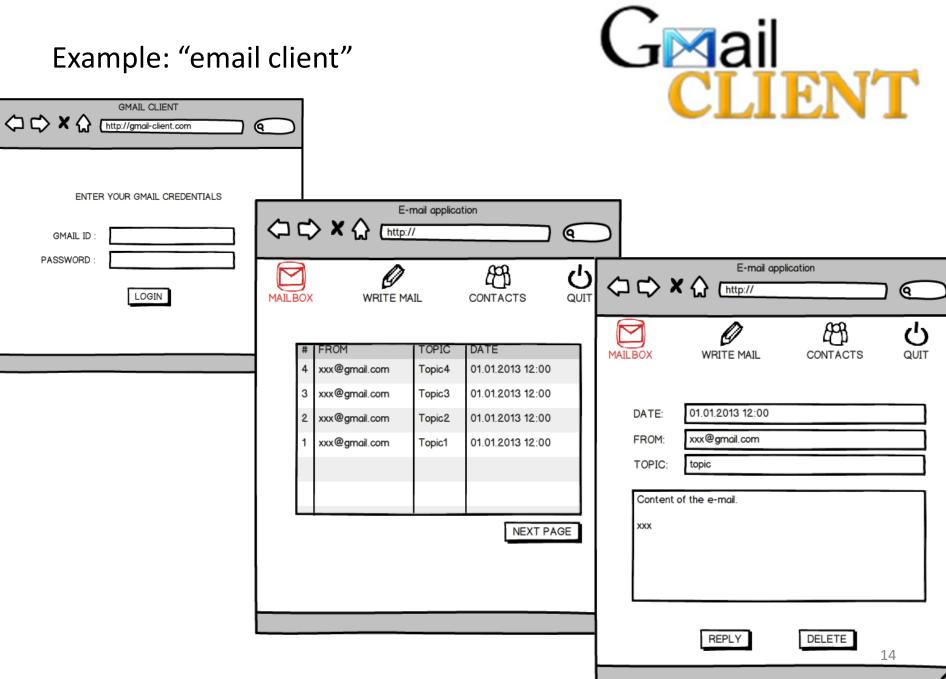


Example: a "ticketline" prototype





Example: "email client"



Example: "My shop" app

- Participant #1
 - Insert "Previous" and "Next" buttons
- Participant #2
 - Scroll and swap options
 - Prev and Next should be arrows



New localization

- Change name "Mark" to "Supermarket Name"
- Change order of "City" and "Supermarket"

Recent localizations

Localization by GPS

Shopping List

Recent lists

Insert list by category

Insert list by notebook

Insert the list above while we are adding products

Shopping Map

Interacte with map

Insert button "Next produt"

Modify list

Even for less conventional applications





Example: Wizard of Oz for gesture controlled "Pac-Man"

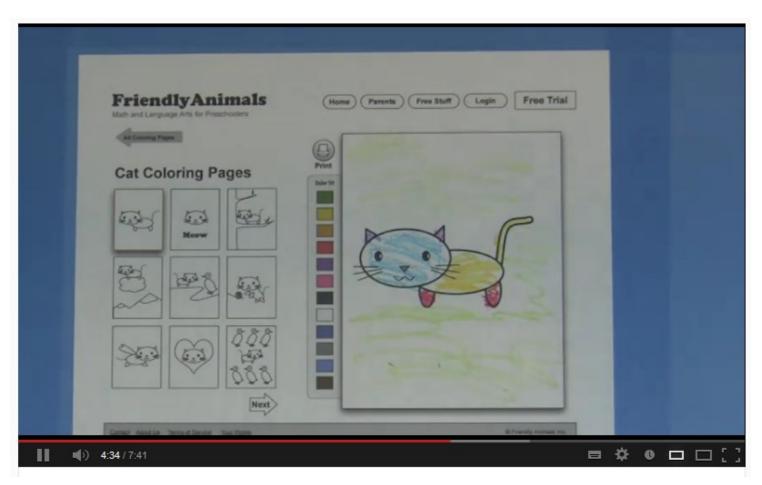




What is Paper Prototyping? – Interaction Design Foundation https://www.youtube.com/watch?v=4ZRzJTczMCE



Rapid Prototyping: Sketching | Google for Startups https://www.youtube.com/watch?v=KWGBGTGryFk https://www.youtube.com/watch?v=lusOgox4xMI



"Performing a usability test early in your website planning process can have huge returns - a paper prototype allows you to do this with a minimal time investment" http://www.youtube.com/watch?v=9wQkLthhHKA

Bibliography and links

Carolyn Snyder, Paper Prototyping: The Fast and Easy Way to Design and Refine User Interfaces, Morgan Kaufmann, 2003

https://books.google.pt/books/about/Paper Prototyping.html?id=YgBojJsVLGMC &printsec=frontcover&source=kp_read_button&redir_esc=y#v=onepage&q&f=fal_se_

https://www.userfocus.co.uk/articles/paperprototyping.html

https://www.nngroup.com/articles/paper-prototyping/

https://balsamiq.com/

https://prottapp.com/

Acknowledgment

To all students who have used paper prototyping in previous editions of the Human-Computer interaction course and colleagues who advised them