Project #3: Build a Prototype

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CS 443: User Interface

Professor Hornof

November 11, 2024

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1. Experimenter Instructions

- i. Give the user the Participant Instructions
- ii. Start the prototype:
 - a. Open browser
 - b. Navigate to https://anthonyhornof.proto.io/player/index.cfm?id=2eb91135-3df4-43e6-9f1c-d2f54f47c99d
- iii. Open the document that the user will be reading. This should be in PDF format or some other document format that allows for copying and pasting large blocks of text.
 - iv. Once the user has finished with their task, save their data by taking a screenshot
 - a. Click the "Export To PDF/PNG" button in the bottom right corner
 - b. Click the "Capture Screen" button for both screens
 - c. Click "Export" and choose the PDF format

2. Participant Instructions

- i. Preparation and Training
 - 1. Understanding SQ3R:
 - a. SQ3R is a structured reading technique that involves these five steps:
 - i. Survey: Skim the material to get an overview.
 - ii. Question: Formulate questions based on the headings and sections.
 - iii. Read: Actively read to find answers to your questions.
 - iv. Recite: Recall the answers and summarize the material in your own words.
 - v. Review: Go over the material to solidify understanding.
 - ii. Your Task

Goal: Use the prototype to practice the SQ3R method and test your retention using flashcards.

1. Survey:

- a. On the left side of the prototype, paste and review the reading material.
- b. Use the highlighting tool to mark headings, important phrases, or anything that stands out.

2. Question:

a. Click the question boxes to create questions for the reading.

3. Read and Annotate:

- a. Actively read the material while using the note-taking box on the right-hand side to write important notes
- b. Use the answer box below each question to answer your questions
- c. Use the highlight tool as needed to emphasize key ideas.

4. Recite:

- a. Use the flashcard generator:
 - i. Click the flashcard tab and review the questions you created earlier.
 - ii. Flip each card to see if you recall the correct answer. If unsure, return to your notes or the reading material.

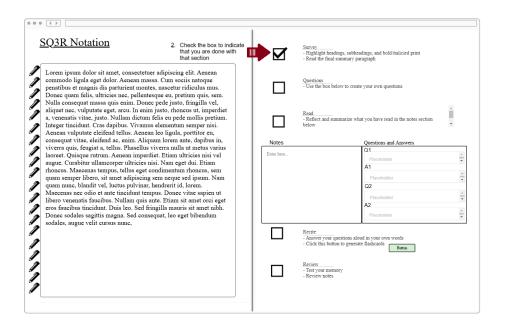
5. Review:

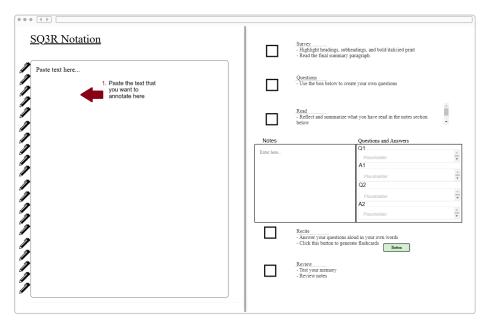
a. Go through your notes and the flashcards again. Test your memory by repeating the flashcards until you feel confident.

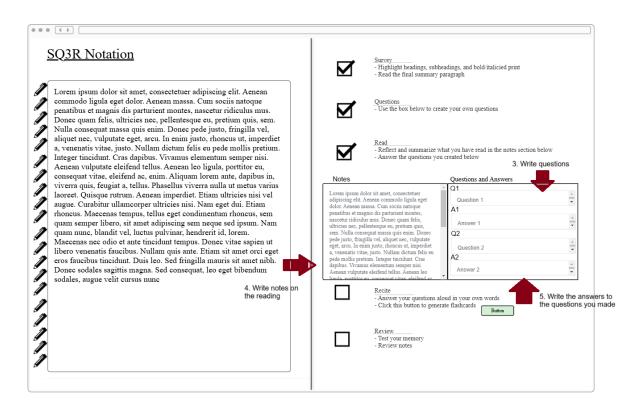
iii. Using the Prototype

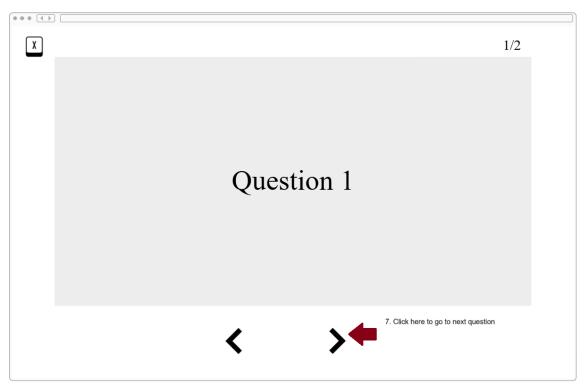
- 1. Interface Overview:
 - a. The left screen displays the reading material.
 - b. The right screen shows SQ3R tasks and notes.
- 2. Tools available: Highlight and Flashcard generator.
- 3. Completing the Task:
 - a. You are done when:
 - i. You have read the material and answered all your questions.
 - ii. You have successfully used the flashcards to review the content.
 - b. What to Do When Finished:
 - i. Inform the experimenter that you are done, ensuring the browser or prototype remains open.
 - ii. Do not close the browser or refresh the page to avoid losing data.

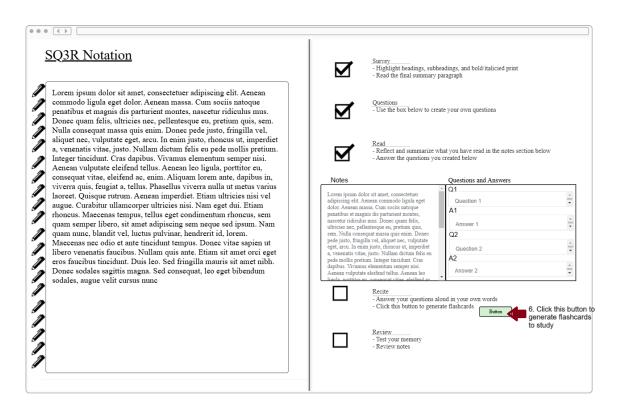
3. Storyboard

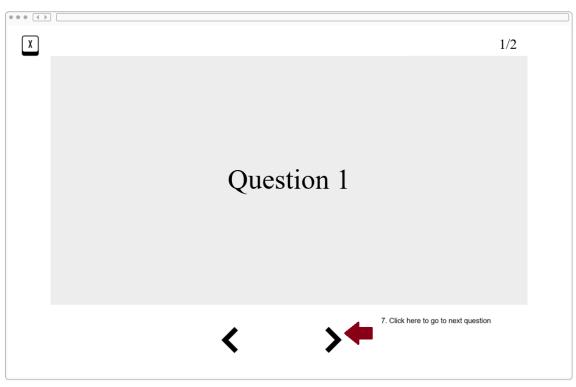


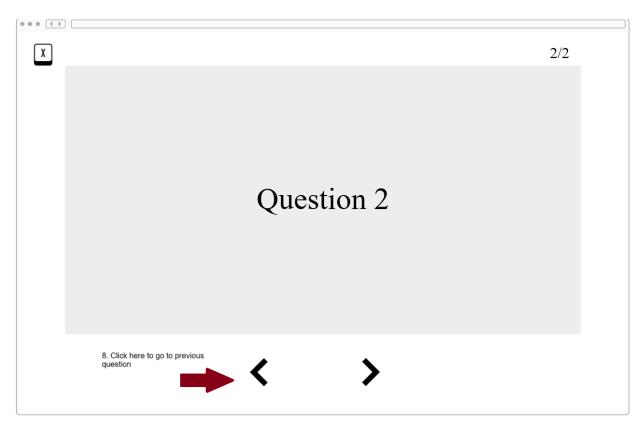




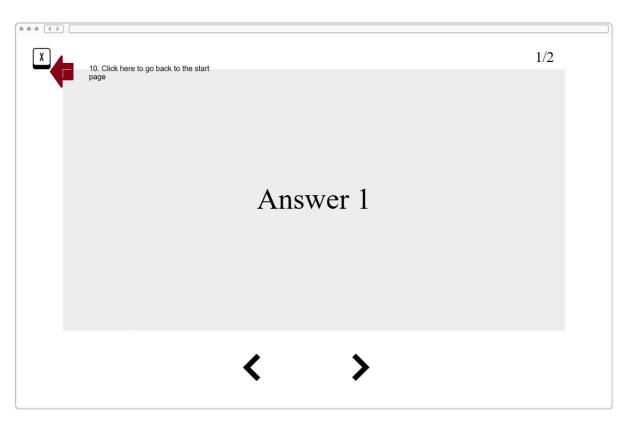


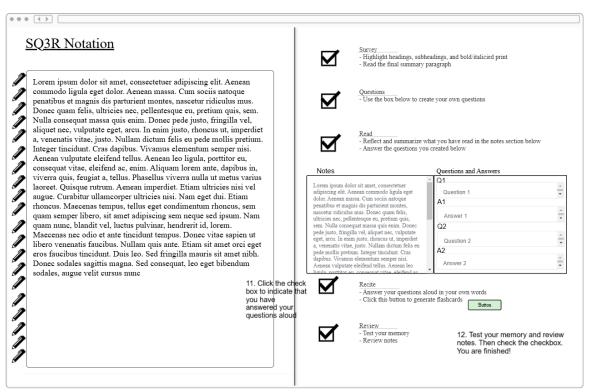












Figures 1-9: The storyboard below illustrates what the user needs to do and how their actions cause transitions. Created by A.Bates 11/20/2024.

4. Reflection

Project 3 built upon Project 2 by formalizing the design and creating a working prototype. For the storyboard in this project shows a screen-based design of how the system works, rather than the stick figure-based design in Project 2. However, while I did use the design I created for my paper-based prototype in project 2, there were some changes made due to constraints of using the Proto.io system. One of the main difficulties I encountered when prototyping using Proto.io compared to prototyping using the paper-based methods was the lack of text manipulation support. Proto.io does not support highlighting, underlining, or bold only certain blocks of text. Thus, when prototyping I had to completely remove the underlining and bolding feature as they were not as essential to the SQ3R (survey, question, read, recite, review) method as the ability to highlight. Considering the importance of highlighting, I had to change the way the feature is used. Instead of the user being able to use a highlighting button like the one used in Word, the user can highlight a line of text at a time by clicking the button to the right of the textbox. If I were to create a working model of this project, I would use HTML and JavaScript to enable the user to use their curser to select the specific text they want to highlight and then click the highlight button to highlight that text. Another difficulty that I encountered was allowing the user to create an indefinite number of questions and answers that could then be generated into flashcards. Due to constraints in not being allowed to let the user add new container states, I limited the number of questions to two. This is another thing that could be changed in the future with code. Overall, I preferred to use paper-based prototyping as it allows greater freedom for

the designer, however, I understand that if the designer has limited coding ability or knowledge then using Proto.io would be beneficial to understand possible constraints that the programmer would have.