

Week 5 – Friday:

LIFE SKILL #5: PAPER PROTOTYPING

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Outline

- Prototyping
 - What it is
 - Why do it
 - Ways to do it
- Life skill: paper prototyping
- Break
- Final project workshop

Final project proposals

- 13 / 25 people submitted (6 teams)
- Awesome ideas so far!
 - Arcade
 - Mario port
 - Nuclear Reactor Simulator
 - Fractal Gallery
 - Rocket Builder
 - Musical Hangman
 - “mega-program” ☺

Discussion

Now that we have some ideas for final projects,
where do you start?



Last year: MicroSmithy visti



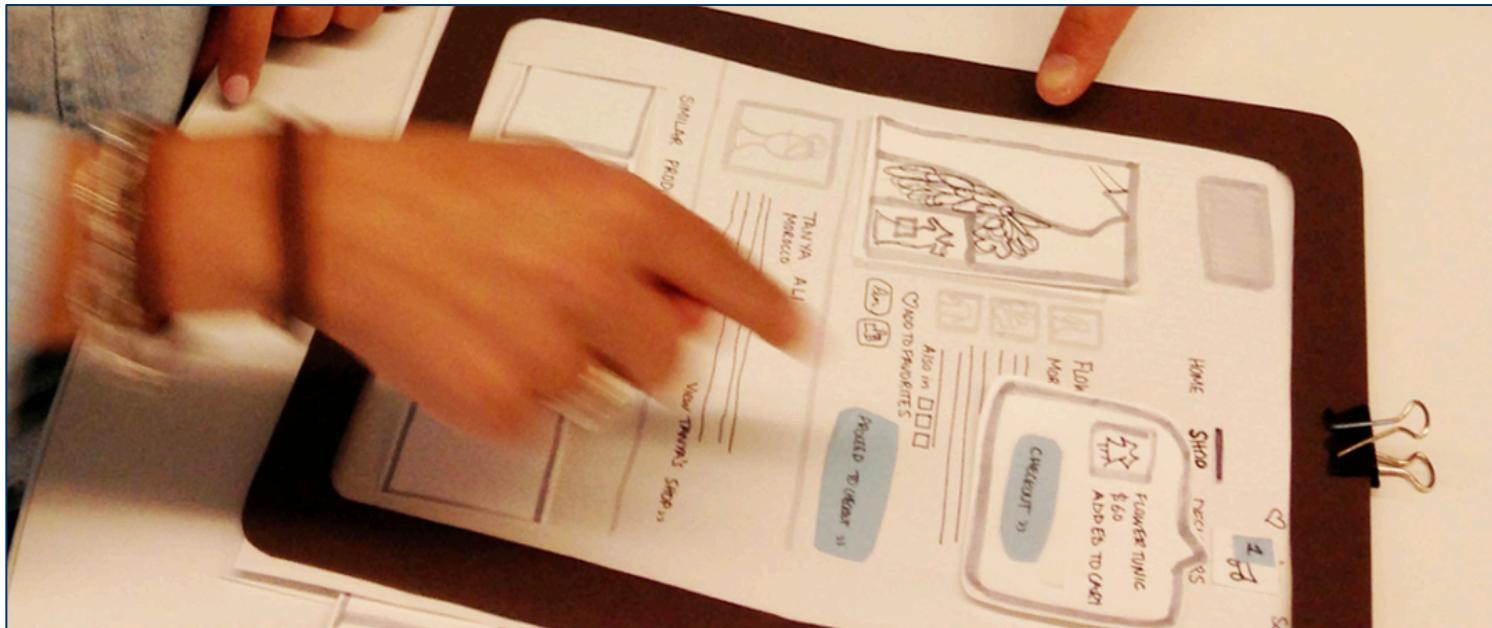
Discussion

What would a **prototype** for your final project
look like?



“Paper prototyping”

- **Big idea:**
 - Not sure yet whether or not an **idea** will work?
 - Making a **paper version** of an interface is a lot faster and easier than coding a working prototype – start there!



“Paper prototyping” goals

- Generate **lots of ideas**
- Engage **other people** in the design process
- Identify **potential problems** before you waste time coding
- Get **feedback** quickly, from lots of different people
- Some tips:
 - Focus on the **big picture**, don't worry about the details
 - **Think about what you want it to do**, rather than what you know how to implement (we'll worry about that later)

Our first paper prototype

DEMO

TIME

Your turn!



Discussion

How did it go?

What did you **notice**?





A circular illustration depicting a "Project Workshop". In the center, the words "Project Workshop" are written in white. Around the center, several stylized human figures are shown from the side or back, each working on a laptop or tablet. The background is a light brown color, and various office-related icons are scattered around the perimeter, including glasses, coffee cups, papers, and a speech bubble with a bar chart. The overall theme is teamwork and productivity.

Project Workshop