

Designing & Prototyping Smart Applications

ViaX James Landay CS Summer School

Summer 2018

Prof. James A. Landay

Stanford University

James Landay CS Summer Camp: Designing & Prototyping Smart Applications

Early Stage (lo-fi & med-fi) Prototyping

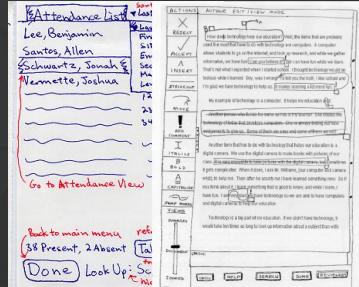
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Summer 2018
July 24, 2018

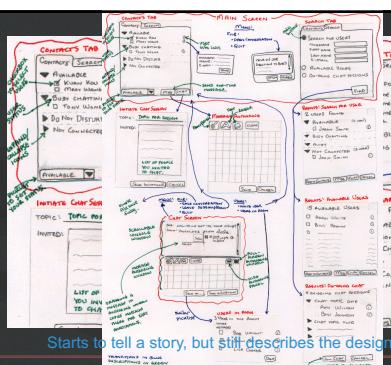
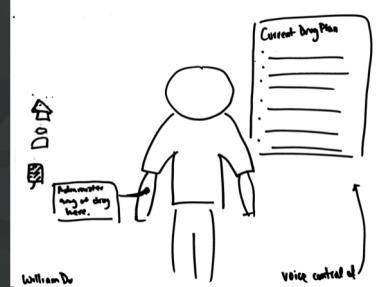
Outline

- Sketching vs. Storyboarding
- Low-fi prototyping
- Conducting a low-fi test
- Medium-fi prototyping

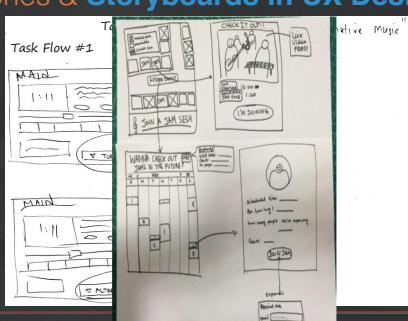
Sketches & Storyboards in UX Design



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Fidelity in Prototyping

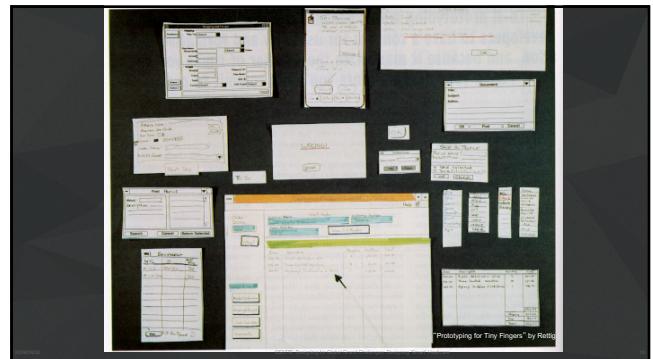
- Fidelity refers to the level of detail
- High fidelity?
 - prototypes look like the final product
- Low fidelity?
 - artists renditions with many details missing

Hi-fi Prototypes Warp

- Perceptions of the tester/reviewer
 - representation communicates “finished”
 - comments focus on color, fonts, & alignment
- Time
 - encourage precision
 - specifying details takes more time
- Creativity
 - lose track of the big picture

Why Use Low-fi Prototypes?

- Traditional methods take too long
 - sketches → **prototype** → evaluate → iterate
- Can instead simulate the prototype
 - sketches → evaluate → iterate
 - sketches act as prototypes
 - designer “plays computer”; others observe & record
- Kindergarten building skills
 - allows non-programmers to participate



Cookable

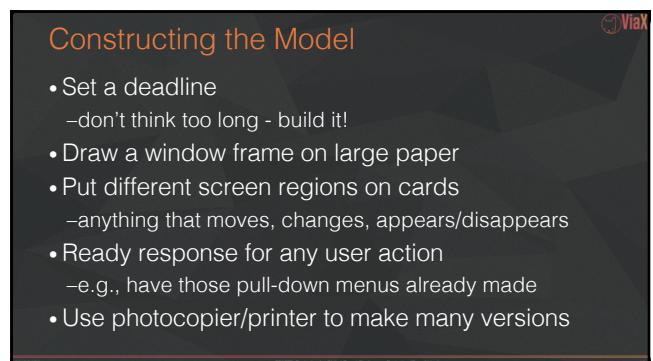
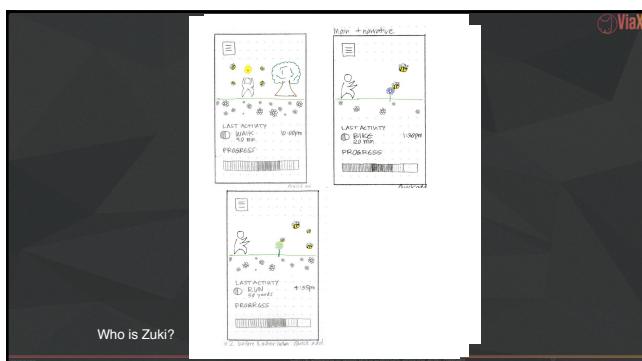
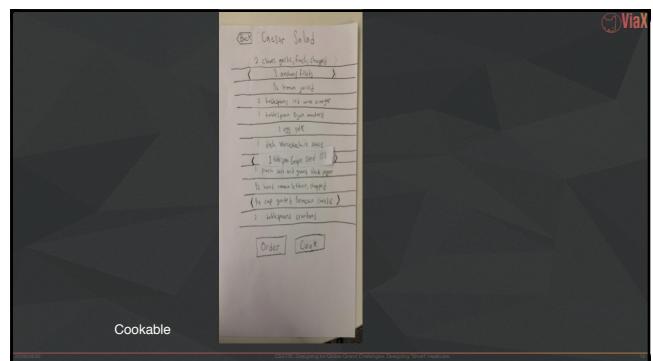
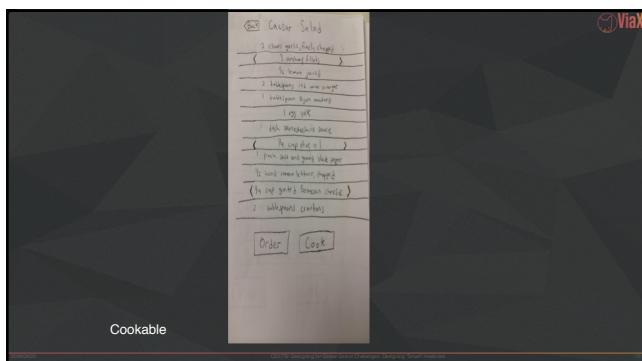
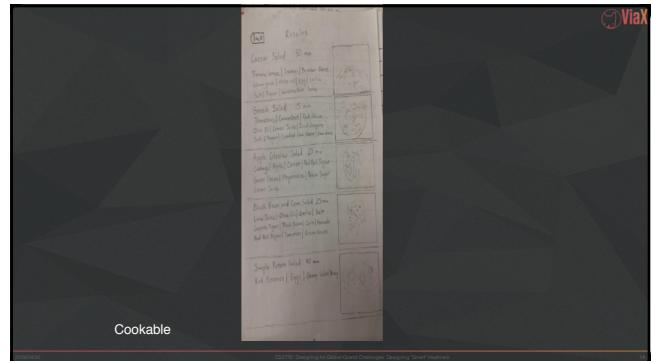
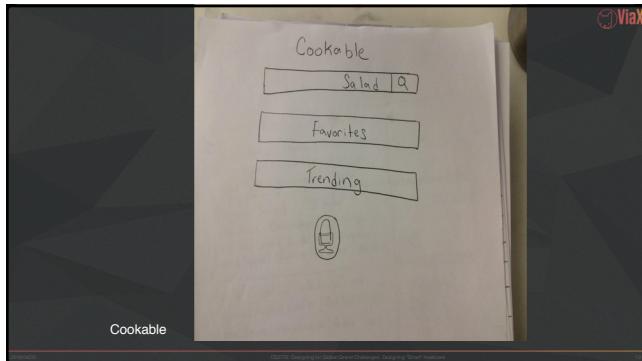
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Preparing for a Test

- Select your “customers”
 - understand background of intended users
 - use a questionnaire to get the people you need
 - don’t use friends or family
- Prepare scenarios that are
 - typical of the product during actual use
 - make prototype support these (small, yet broad)
- Practice to avoid “bugs”

Conducting a Test

• Four roles

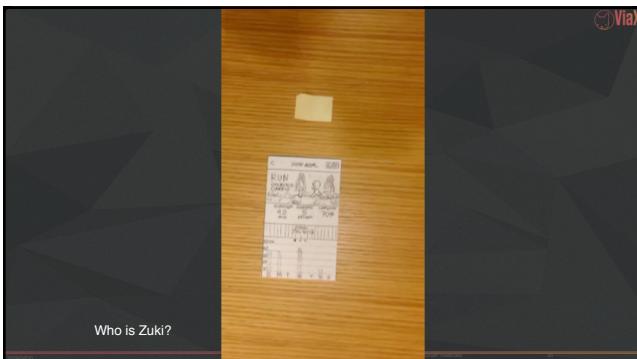
- greeter – puts users at ease & gets data
- facilitator – only team member who speaks
 - gives instructions & encourages thoughts, opinions
- computer – knows application logic & controls it
 - always simulates the response, w/o explanation
- observers – take notes & recommendations



Conducting a Test



Who is Zuki?



Evaluating Results

- High level questions about your design
 - does it **address the problem** you want to solve?
 - is this the **right realization** of your solution?
- Sort & prioritize observations
 - what was important?
 - lots of problems in the same area?
- Make changes & iterate
 - even iterate between tests

