



SWEN90009 Software Requirements Analysis

Workshop 5 Paper Prototype

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Deliverable 3

Due Date/Time:

Sunday 3 May, at 23.59 Hrs.

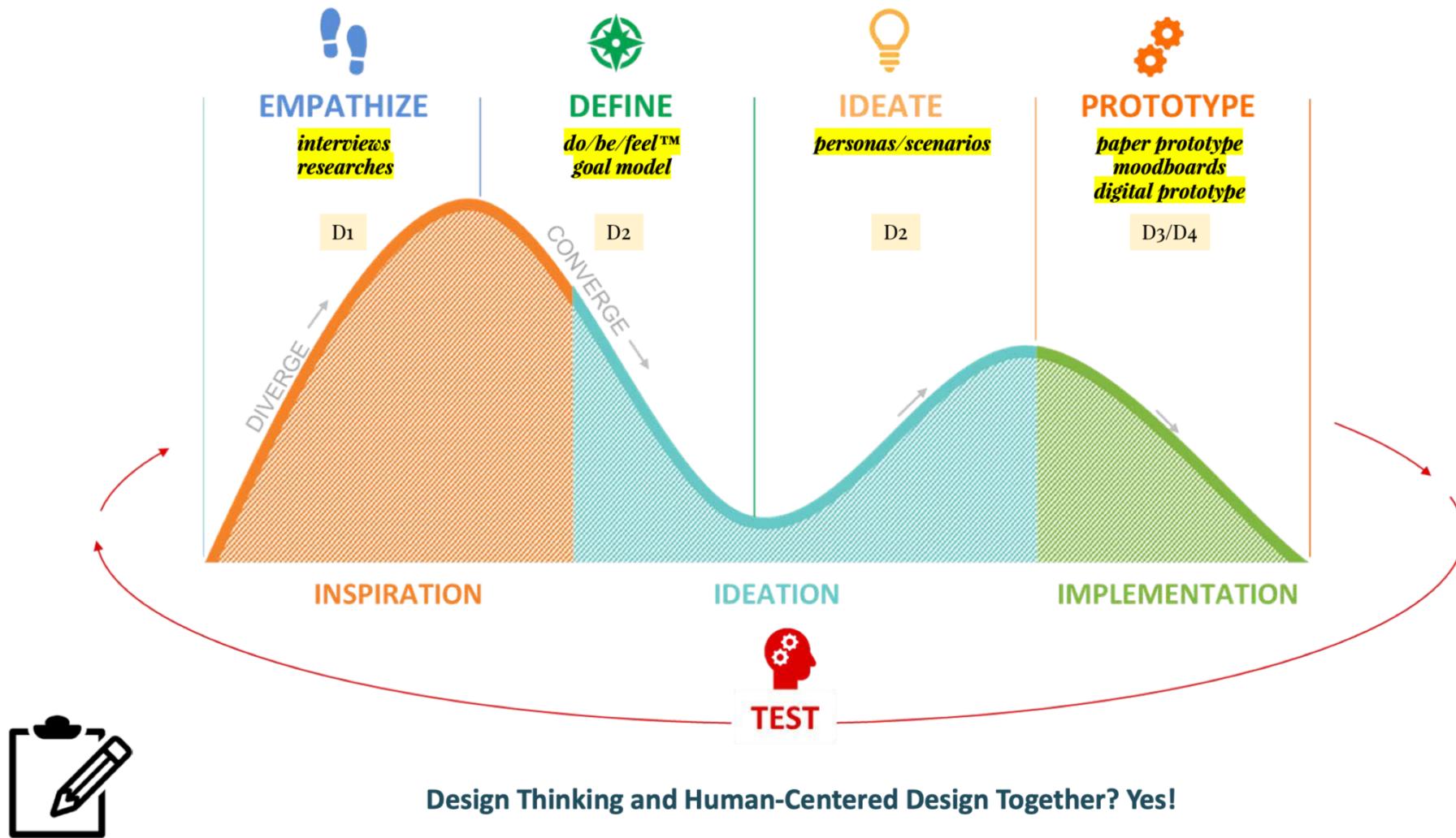
Submission:

- User Stories
- Paper Prototype (Sneakpeekit or Marvelapp)



1. Workshop questions

Paper prototypes



Q1: Why we design paper prototypes?

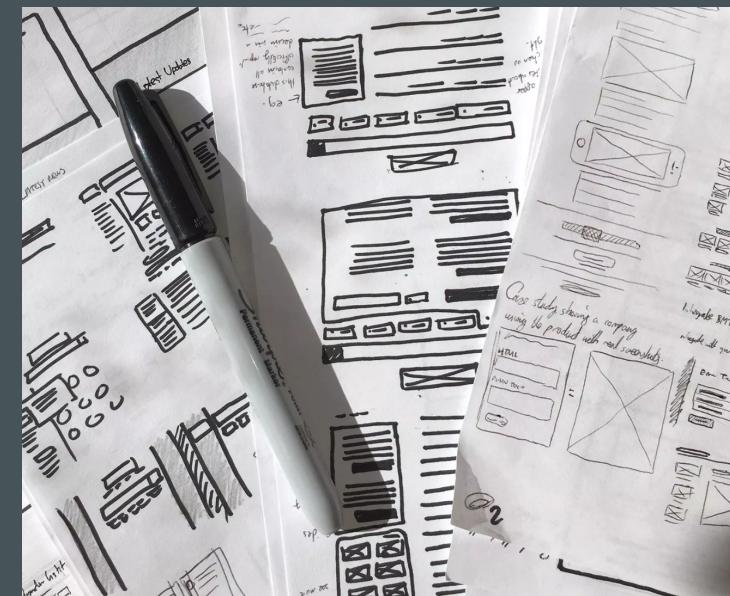
- **Visualize and test** ideas and concepts in an **early stage** of a project
- **Get feedback** and learn early whether the ideas and concepts work.



Discussion:

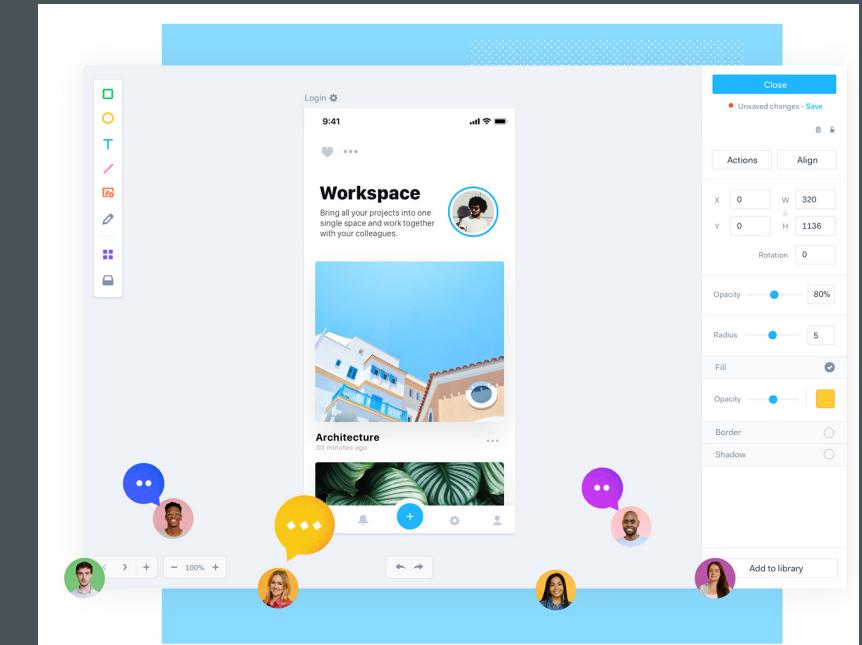
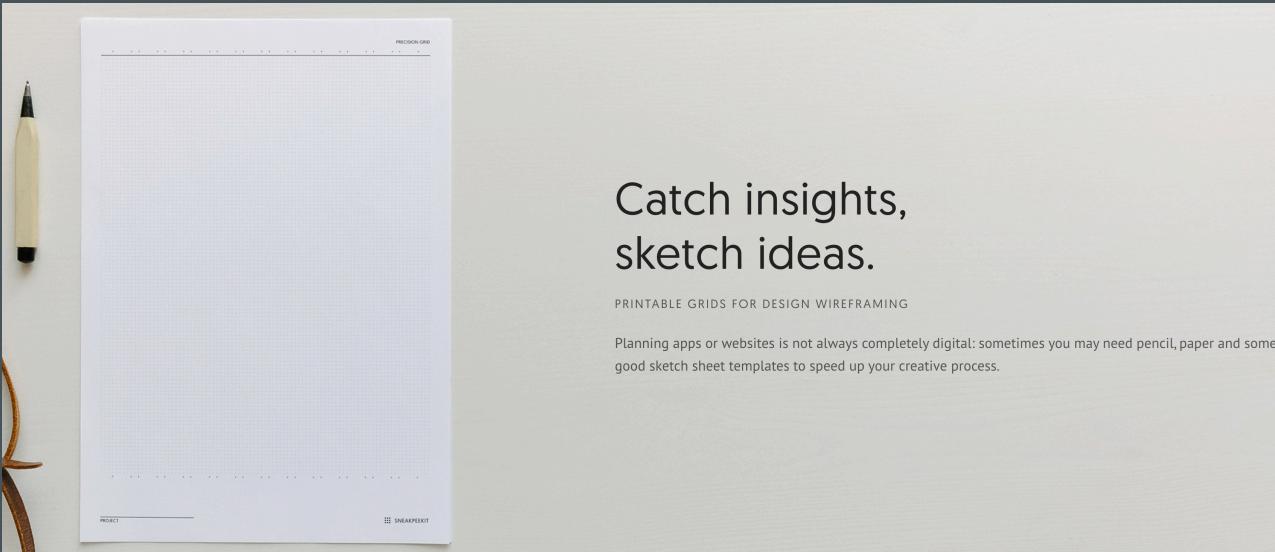
“I Can't Draw Well Enough To Create A Paper Prototype” Do You Agree? Disagree? Why?

- The goal is to keep it **simple**, to create it in a **quick** way, and to test the system goals/usability with real users.
- As such, color, theme, typography etc. should not be concerned at this stage.



Tools

- **Sneakpeekit**
 - Printable Sketch Sheets for Design Wireframing
 - <https://sneakpeekit.com/>
- **Marvelapp**
 - Navigational prototypes (helpful for remote clients)
 - <https://marvelapp.com/>

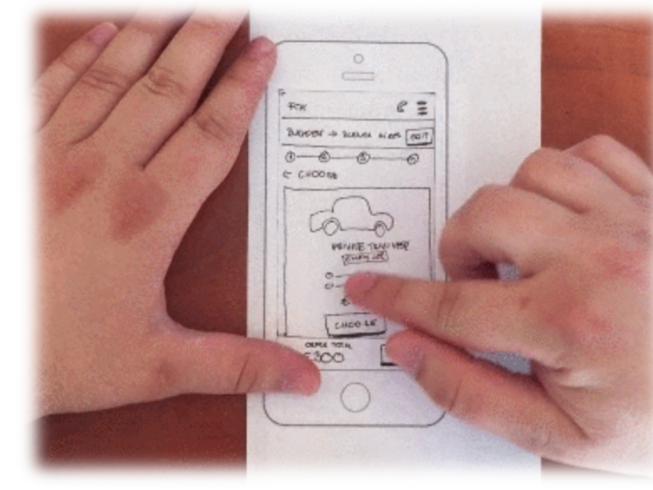


Q2: What are paper prototypes used for?

- used for **usability testing** with real users

Usability testing

- A technique used to evaluate a product by testing it on users
- It helps developers to create software that meets the user's expectations and needs



Q3: What is the main responsibility of a 'human computer' during a prototype test?

- The person is in charge of changing screens or screen states, whenever the test participant interacts with a prototype.
- This person remains silent during the session and do not interact with real users



Q4: What is the main responsibility of a 'facilitator' during a prototype test?

- The facilitator is a presenter who instructs test participants and interacts with them





2. Work on your project

Tasks to be performed:

1. Review the 'prototyping' step for constructing paper prototypes [Slide 14 to Slide 23, Paper prototype slides];
2. Consider the goal model and personas you created to your project. What user stories would you like to prototype and test/validate with your client during your next meeting? Working together as a team, decide on one different user story to be prototyped by each of you;
3. From now on, everyone should use the same prototyping tools – consistency is key. In this phase of the subject we will use Sneakpeekit and MarvelApp tools. Use Sneakpeekit templates (optional) together with pen, pencil, post-its and so on to draw/create a (low fidelity) prototype to the user story you chose to work on;
4. Scan or take photos of your screens/prototype and link everything on MarvelApp (create the navigation/links between screens);
5. Prototype the main user stories (high priority) of your product. Make sure you'll be able to soon test/validate them with your client and with real users;
6. Once you finish creating your prototype, start working on appropriate tasks to test it. Create tasks that will be presented to real users to test your unique user story through your prototype;



7. Document the tasks you'll test with your client and real users. Use Steve Krug's Usability Test Script [<http://sensible.com/downloads/test-script-web.pdf>] as a guideline.

Here you'll work on the scenario that you'll read aloud to real users.

To help you writing tasks, I strongly recommend you to watch this short video:

<https://www.youtube.com/watch?v=dkKS6aKEC6M>

8. Test your tasks against your prototype. Can you improve the tasks description? Can you improve your prototype?

9. Export the paper prototype as a clickable-PDF and upload the document together with the task description to Confluence. Each team member should provide at least one feedback to each other prototype and task descriptions uploaded to Confluence. Once feedback is provided, rework your prototypes and update them on Confluence. Improve your prototypes before testing them with real users.

10. Once you finish those, you're more than welcome to start prototyping the remaining user stories of your project as we will need to prototype the whole product for D4 (high fidelity digital prototype).

