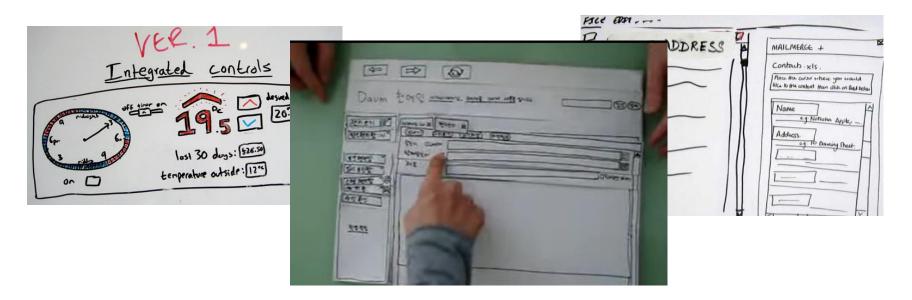


Low Fidelity Prototyping



Prototype

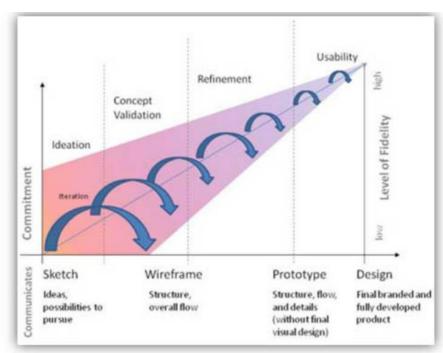
Is a **draft version** of a product:

- to explore ideas
- show the intention behind a feature or the overall design concept

before investing time and money into development

low-fidelity high-fidelity

https://www.usability.gov/how-toand-tools/methods/prototyping.html



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
- Estimated to allow detecting up 80% of the usability issues

• Sp	pecifically	y adeq	uate to	get fe	eedback	concerning:
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Concepts and terminology

Navigation

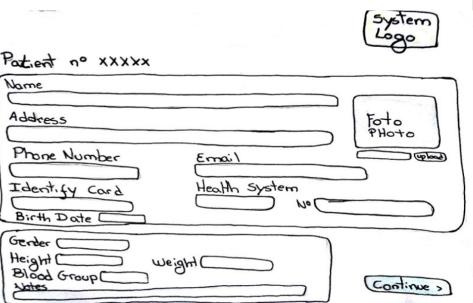
Contents

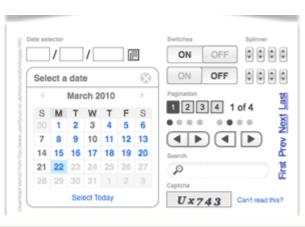
Functionality

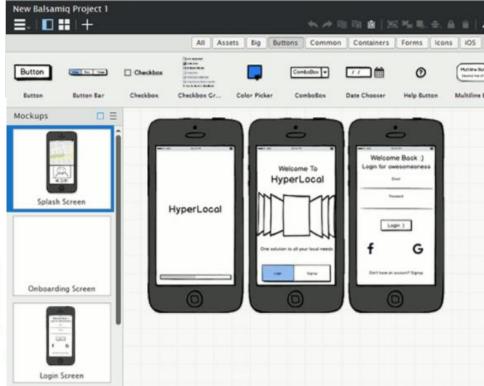
- It does not need to have much detail, nor to be very realistic,
 e.g.:
 - Text may be replaced by some lines
 - Images may be replaced by words
 - In general no colour is needed
 - Sizes of windows, fonts, etc. don't need to be final

What can be used to make it?

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







Project Edit View Windows Help

Performing a usability test early in the process can have *huge returns* a paper prototype allows to do this with a **minimal time investment**



What is Paper Prototyping? – Interaction Design Foundation https://www.interaction-design.org/literature/topics/paper-prototyping

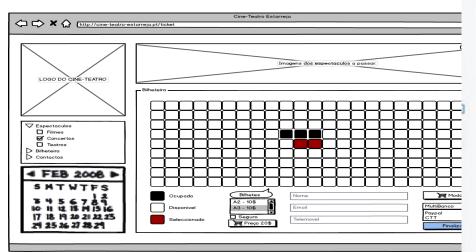
How to prepare and use a paper prototype

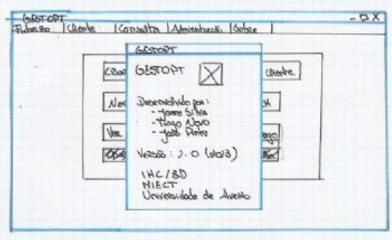
- After drafting the conceptual model
- Draw the screens, menus, dialog-boxes, messages etc. needed
- Prepare the test protocol
- Perform the user tests:
 - One experimenter conducts the test
 - Another observes
- When needed change the prototype

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

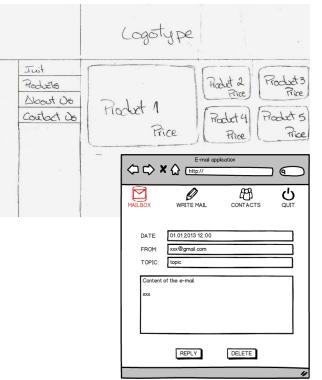


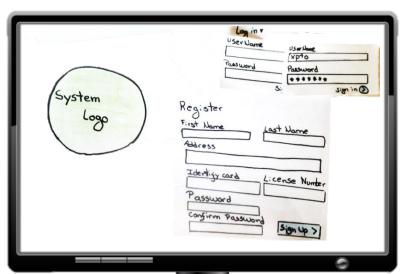
May be more or less "sophisticated":





-> O bolto Chor Futo Melia os estratorposis de e Legis for futo por um Optomitado





Shopping List

Recent lists

Insert list by category

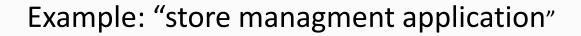
Insert list by notebook

Insert the list above while we are adding products

Example: "on-line shop"



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				Code Zip: Country: City: E-ucil: Telephone: Veor Name: Poecuoid: Country: Country: Country	Support (Nowber)

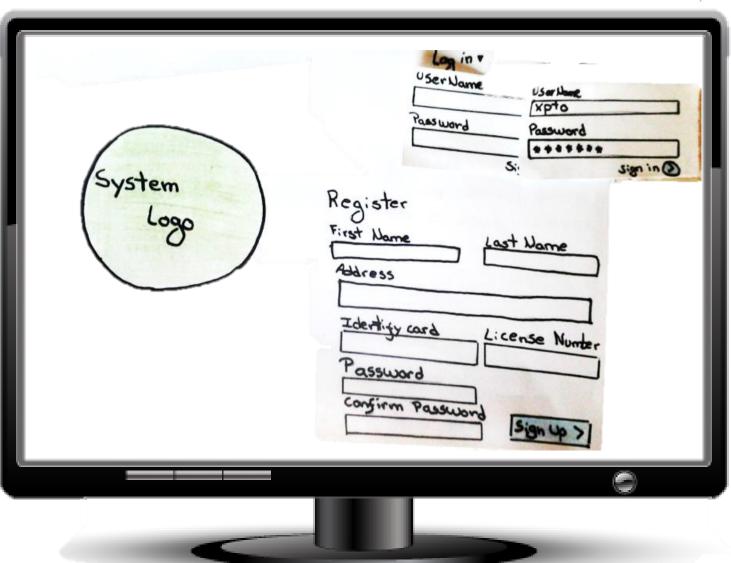


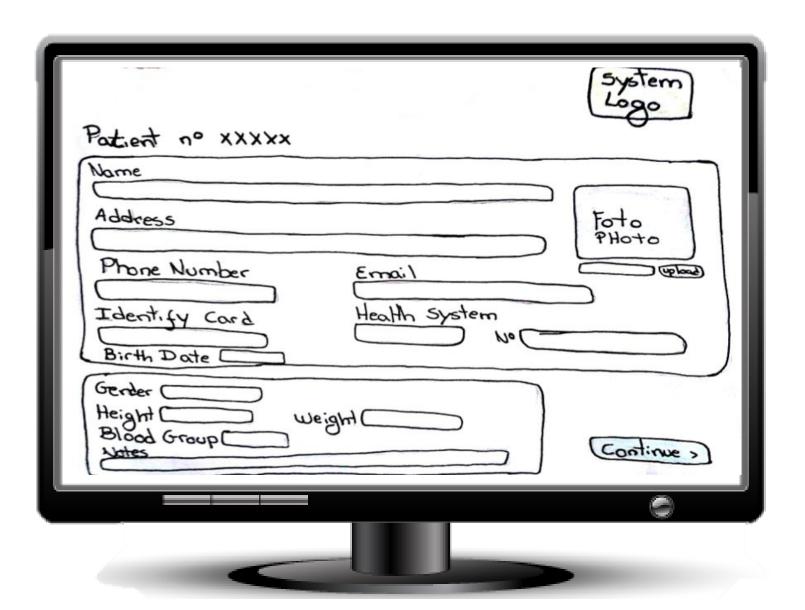


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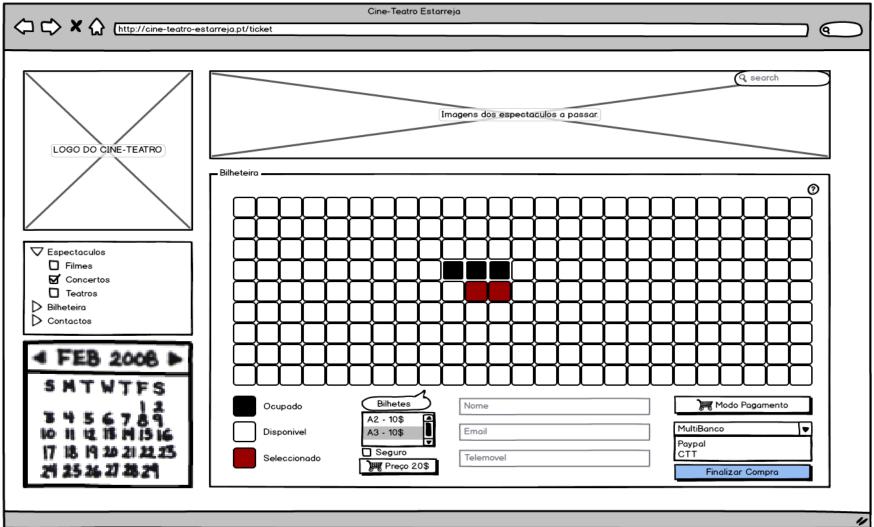
Example: "E-Doctor"

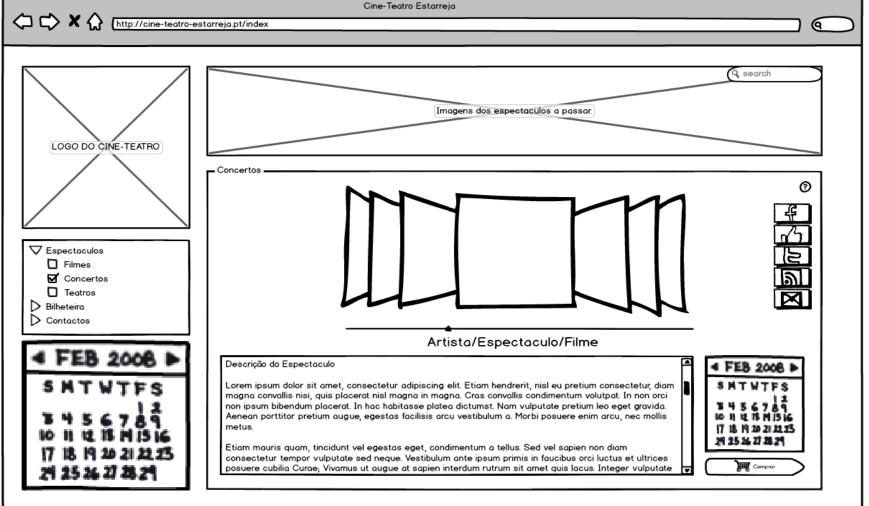




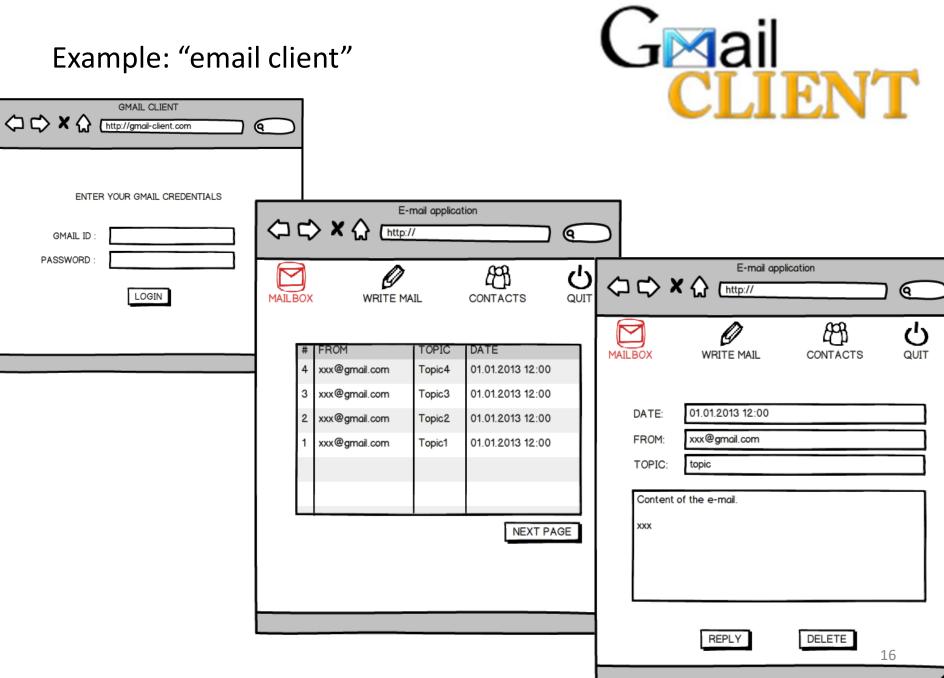


Example: a "ticketline" prototype





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 "SupermarketName"
- 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"





Rapid Prototyping by Google for Startups:

https://www.youtube.com/watch?v=JMjozqJS44M https://www.youtube.com/watch?v=KWGBGTGryFk https://www.youtube.com/watch?v=lusOgox4xMI

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