

Paper Prototyping



Workshop 3

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Submission Dates - update

- Game Demo Day (provisional)
 - Tuesday 29th April
 - 2-5pm (time to be confirmed)
 - MVB 2.11 (also to be confirmed)
- Report, Video & Code Submission
 - Thursday 1st May
 - 1pm
 - download zip of repo and submit on Blackboard

Today's Workshop

- By now your group should have **2 ideas**
- Paper prototype both game ideas, document with video (60mins)
- User feedback (30mins)
- Update your github (10mins)
- Next week you will have **one idea** which you will start developing



What is Paper Prototyping?

- Paper prototyping is a **user-centred** design method that is widely used in software engineering projects
- Most commonly, it involves the development of user interface mock-ups and drawn sketches which are presented to end users for evaluation
- Can lead to full wireframes and flow diagrams.
- Best done with actual paper – but using a slide deck (PowerPoint prototyping) can also work

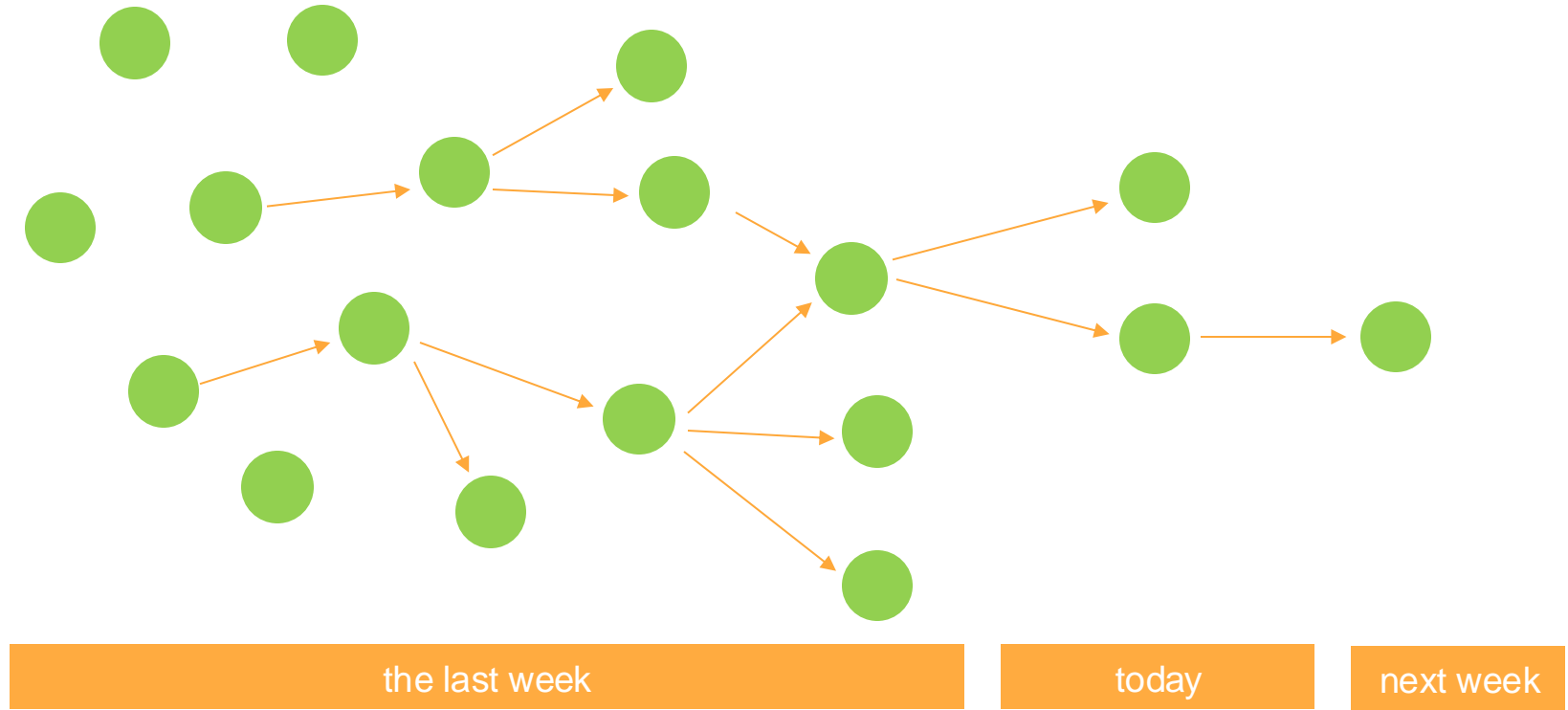


What is Paper Prototyping?

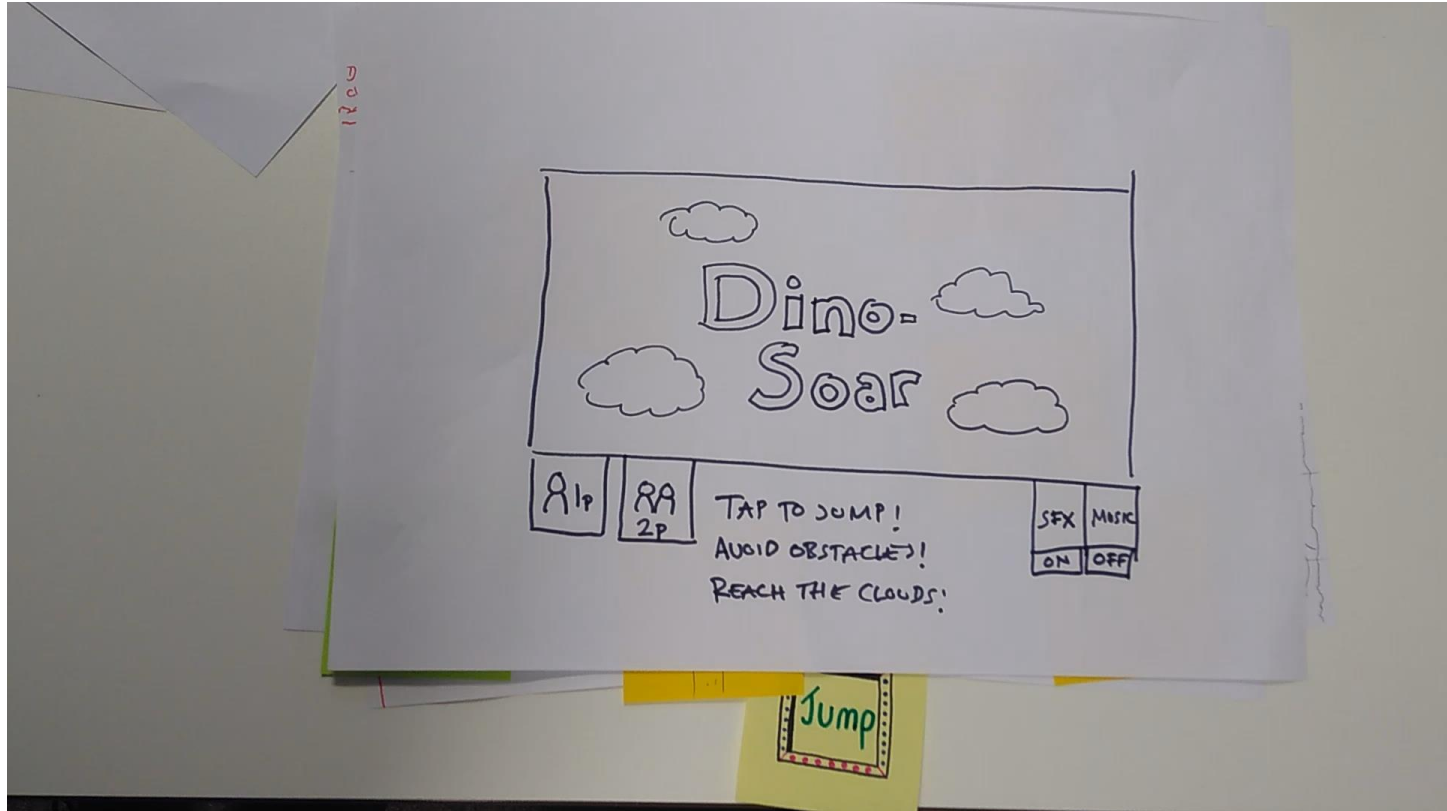
- Paper prototypes are often used at the early stages of projects to provide feedback on:
 - Product concept and goals
 - Logic and flow of user journeys
 - The form of the user interface
- This is a '**cheap**' process!
 - 1 interactive prototype (10h)
 - = 10 video prototype (1h each)
 - = 100 paper prototypes (6 mins each)
 - = 6000 sketches (6 sec each)



Game idea progress



“prototype a one button game”



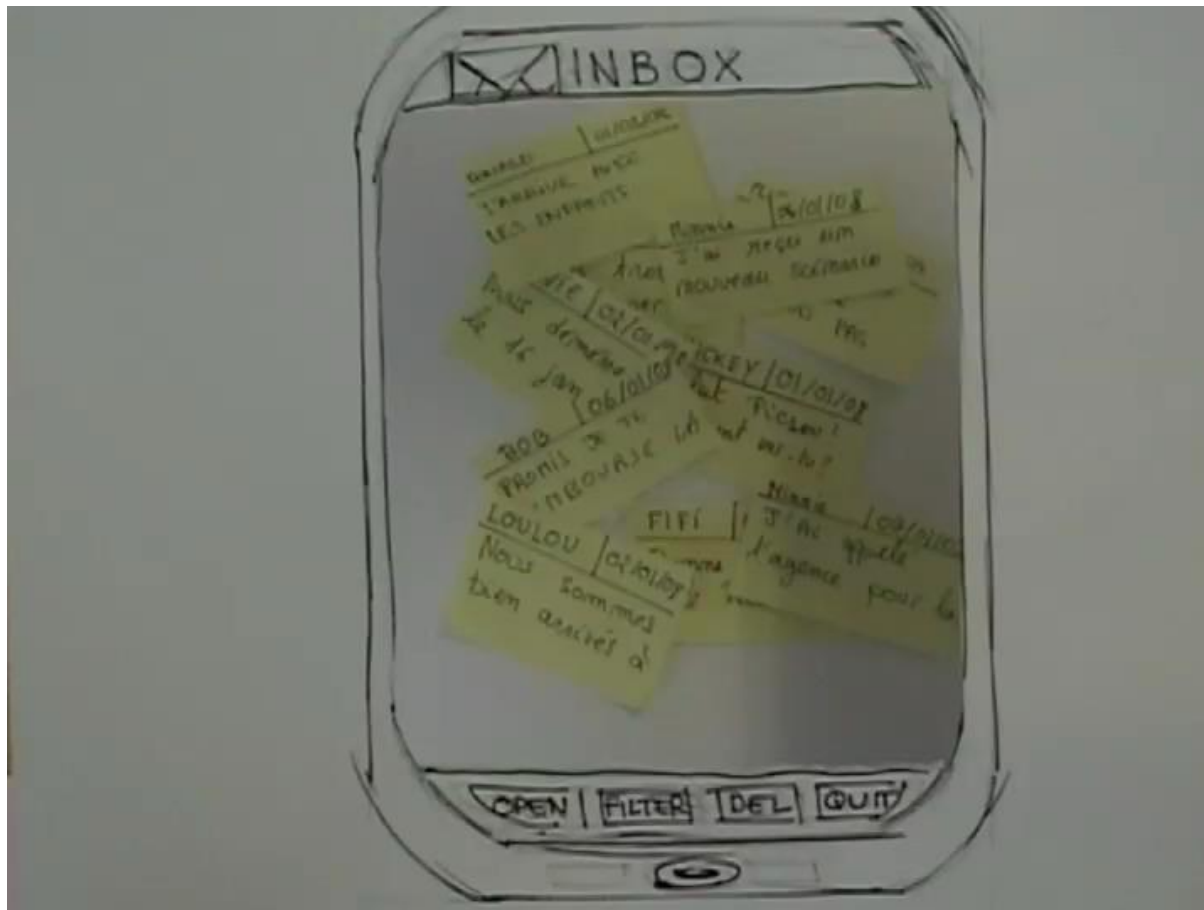
try **animation** – add **sounds** – plan for some **different outcomes**

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use **colours** – use **animation**



plan the **story paths** – use **fill-in text**



use **post-it notes** – can use pause **jump cuts** (don't bother today!)



use **device as frame** – make things **larger** than real life to make it easier!

Why Paper Prototype?

- Quick and cheap design method
- Easy to make instant design changes
- *Communication.* Helps the development team and external stakeholders better conceptualise your product and visualise how it will be used
- Helps us to better understand our product and users
- It is a low-investment means of evaluation:
 - Easier for users to give feedback, no fear of causing expensive change
 - Useful for testing multiple ideas or solution variations
- Makes a clearer distinction between conceptual errors and programmatic errors

Paper Prototype your TWO Games

60
mins

Create a 'working' version of each game in paper
... the second game may be done in Powerpoint

Animate each game in response to user input

Document each with a video

tips:

- use a (thick) **pen**, not pencil
- choose a **single** task to implement
- don't forget (manual) **animation**
- use **placeholder text**
- make devices **larger** than life-size
- make sure that it's **fun**



User feedback

30
mins

Pair up with the team next to you

Demo your two games to the other team and vice versa

Give Feedback

- Did the game concept make sense?
- Did you understand the controls?
- Was there a good twist?
- Are there obvious challenges to tackle (you need to identify two!)
- Which was your favourite and why?



homework / groupwork

- Decide on one game idea!
- Update and improve paper prototype as required
- Your Github team page should now have:
 - Your names + team photo
 - List of inspiration and initial ideas
 - An active Kanban board (link to it if not on Github)
 - Your two paper prototype ideas (include videos)
 - Your final idea (one paragraph + paper prototype images/video)

