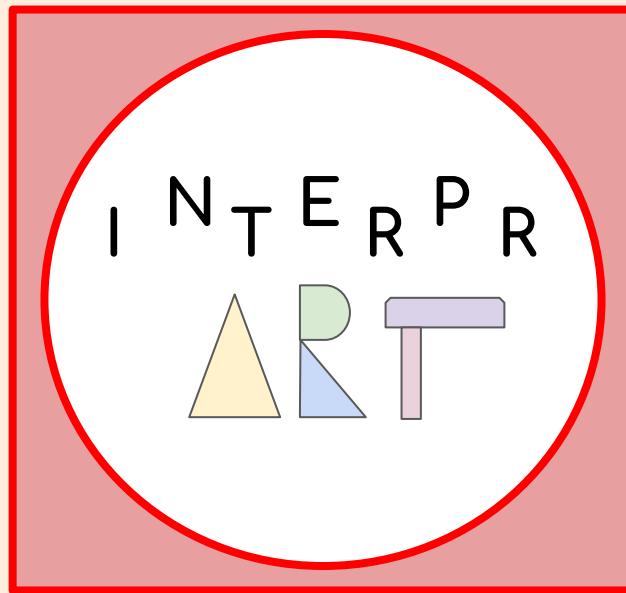


Prototype Production and Construction



Grace Murray: Designated Delegator

Abby Miller: Creative Consult

Maria Mejia: Logic Liaison

Overall Problem

- “Yeah, I get a little bored, I like moving around” -Contextual Inquiry Participant

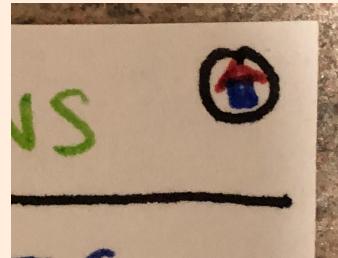


Initial Paper Prototype



Testing Process

- Heuristic Evaluation



Testing Process

- Usability Testing

Relevant Portion	Issue	Severity	Correction	Revision Description
	Bottom of the screen is too crowded	1		Replace time bar with simple number
	Unclear how to stop recording	3		Record button changes to square when you press it
	Unclear how to submit the recording	4		Added a submit button
	Too many images on too small of a screen	1		Simplify the community chat screen
	No clear way to respond to a chat	2		Add a respond button
	No back buttons	4		Add back button to most screens

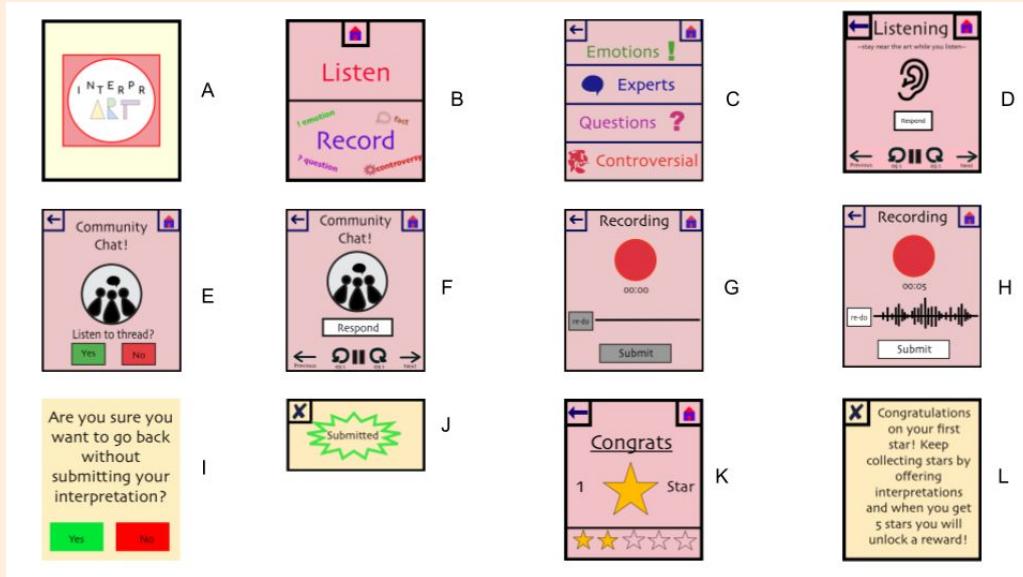
Final Paper Prototype

The image shows a hand-drawn paper prototype of a mobile application interface, likely made from paper and tape. The design is a grid of cards and sections:

- Top Left:** A card titled "RECORDING" with a red circular icon containing a square button labeled "SUBMIT". Below it is a "REDO" button and a timer showing "00:05".
- Top Middle:** A card asking "Are you sure you want to go back without submitting your interpretation?" with "Yes" and "No" buttons.
- Top Right:** A card titled "LISTEN" with sub-sections "ignition", "fact", "RECORD", "Question", and "Controversy".
- Middle Left:** A card titled "EMOTIONS" with sections "EXPERTS", "QUESTIONS", and "CONTROVERSIAL".
- Middle Middle:** A card titled "COMMUNITY CHAT!" with a "Submitted!" message and "listen to thread?" buttons for "YES" and "NO".
- Middle Right:** A card titled "LISTENING" with instructions "stay near the art while you listen" and a "RESPOND" button.
- Bottom Left:** A card titled "Congrats" with "1 STAR" and a yellow star icon. It also contains a message about collecting stars for a reward.
- Bottom Middle:** A card with a "RESPOND" button and navigation arrows for "Prev interp" and "Next interp".
- Bottom Right:** A card titled "COMMUNITY CHAT!" with a "RESPOND" button and navigation arrows for "Prev. response" and "Next response".

Digital Mock-Up

- InVision SmartWatch



Summary

- Interpretive amateurs can use our design to find motivation to involve themselves within the museum community
- Lessons learned
 - A simple change in phrasing can significantly improve a design
 - User's appreciate and often expect instant feedback from their interactions with a digital design
 - Less is more: a cluttered screen leads to an unhappy or confused user