

# Documentation for paper prototype

**Learning Goal:** Develop and iterate on paper prototypes through user testing and feedback.

**Action:** Define the user flows and interactions for the project  
Create low-fidelity paper prototypes or wireframes Conduct usability testing with the paper prototypes Iterate and refine the prototypes based on user feedback.

**Research:** For our paper prototype that was made a little late we used our competitive research. The competitor research we made by using two different websites with a similar topic as ours and different popular social media. For the Moscow table, we used our brainstorming poster and started placing the ideas based on our survey. We divided each page and started making the prototype, the research we made is mainly online with different social media.

## Results:



Habit

or | come | back | —

Suggested people



Name



Name



Name



Name

EVENTS



TITLE:  
DESCRIPTION:  
DATE:  
AMOUNT PPL:  
PLACE:



TITLE  
DESCRIPTION  
DATE:  
AMOUNT PPL:  
PLACE:

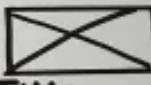


TITLE  
DESCRIPTION  
DATE:  
AMOUNT PPL:  
PLACE:

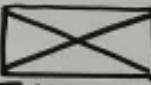


TITLE  
DESCRIPTION  
DATE:  
AMOUNT PPL:  
PLACE:

Online Events



Title  
Description  
Date:  
Amount pp:  
Place:



Title  
Description:  
Date:  
Amount pp:  
Place:

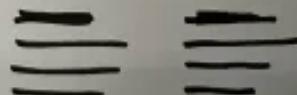


Title  
Description:  
Date:  
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Title:  
Description:  
Date:  
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Place:

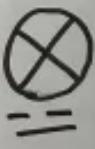
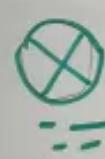
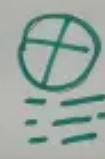
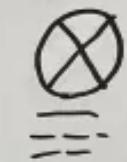
Habit



Habit

PPL | Comm | Event | - —

Filter



Habit [Search]

PPL | Comm | Events | - — ⊗



Name

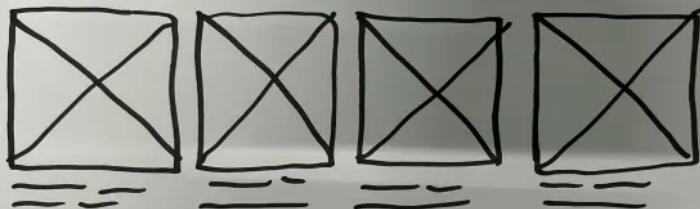
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Hobbies

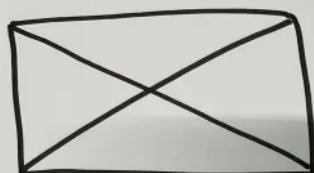


Habit [Search]

PPL | Comm | Events | - — ⊗

Title

Hosted By: —



MAP

Admin contacts

Description —

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①②③④ + (pp num)

# Feedback:

Checkpoint 6 Dirk - Paper Prototype (WK13) 24-05-2024 🔒



Neuman, Yurick Y.F. 14 days ago

We received feedback on our improved paper prototype. Some minor mistakes were apparent such as the lack of a button to join an event, lack of a filter, and also the ambiguity about automated images based on hobby tags. We could fix the latter issue by making it have a search instead. Aside from that we had a solid site flow, which we should include in our documentation as part of the testing phase, maybe in the form of a flowchart.

Checkpoint 5 Chris - group 23-05-2024 🔒



Neuman, Yurick Y.F. 15 days ago

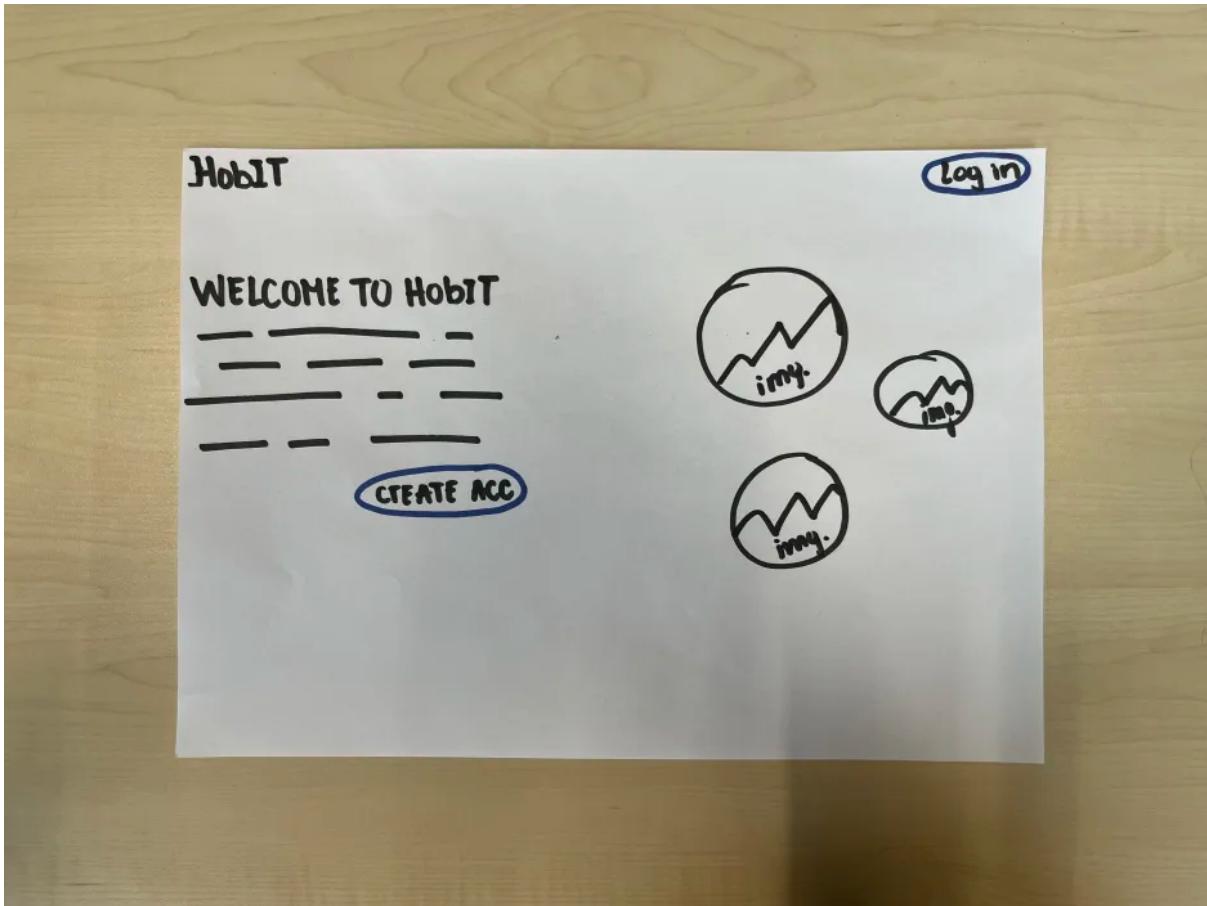
We got feedback on our paper prototype. There's some missing context about how the site functions due to the lack of a sign up page where you can set your hobbies. However once that context is apparent, the site makes sense. Any clickable items should be drawn in a different color to let the tester know that they are interactive. Pages should have a back button to help improve navigation.

Placeholder images could be more descriptive of its contents by using mountains to imply landscape imagery and circle + half circle to imply people.

Having a price listed on events would be useful especially keeping students' budgets in mind.

Our Trello board and agreements were received well, we were only suggested to change a kick-out to teacher involvement.

After  
Feedback:



## SIGN UP FORM

<input type="text"/>
<input type="text"/>
<input type="text"/>
Age —
Gender —
<input checked="" type="checkbox"/> university —
<input type="checkbox"/> checkbox for term and cond.

back

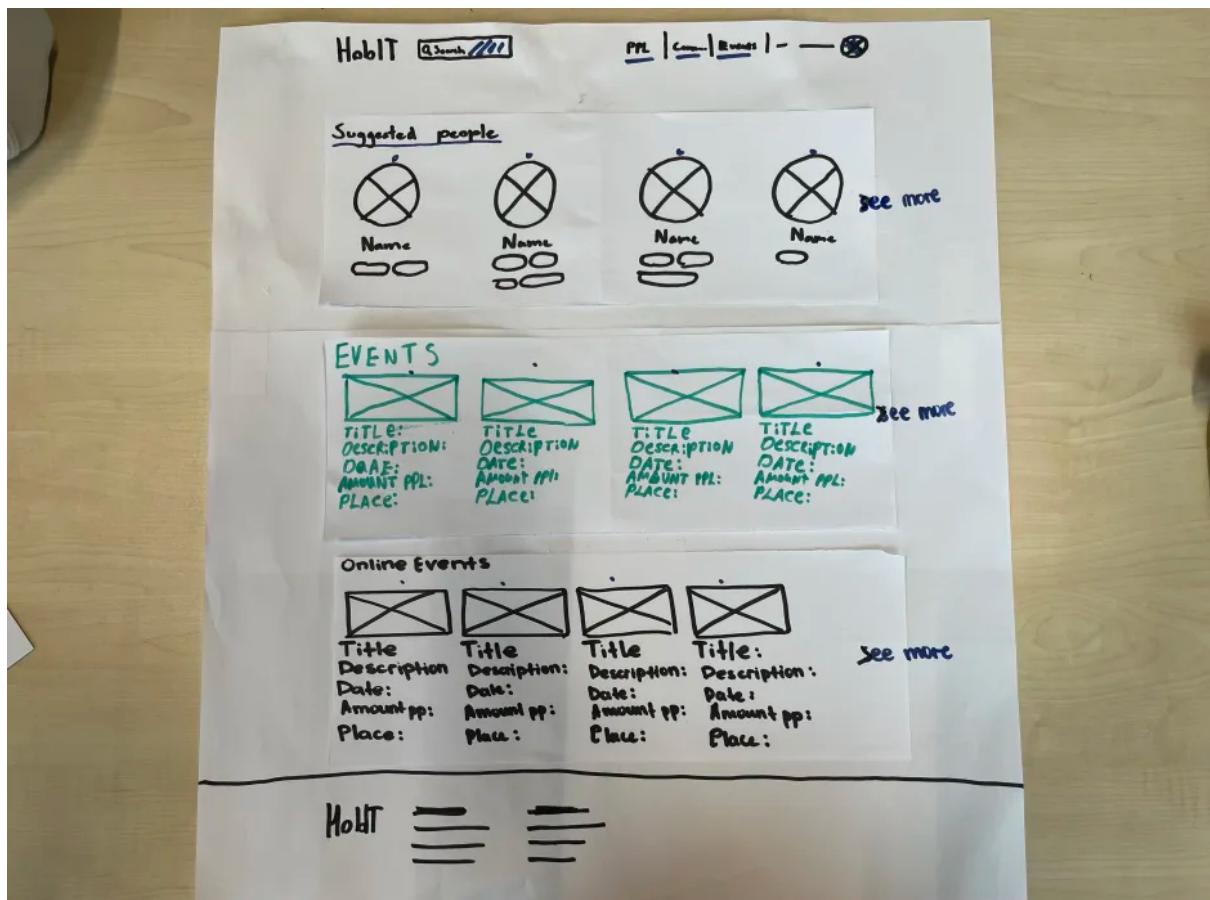
signup  
next

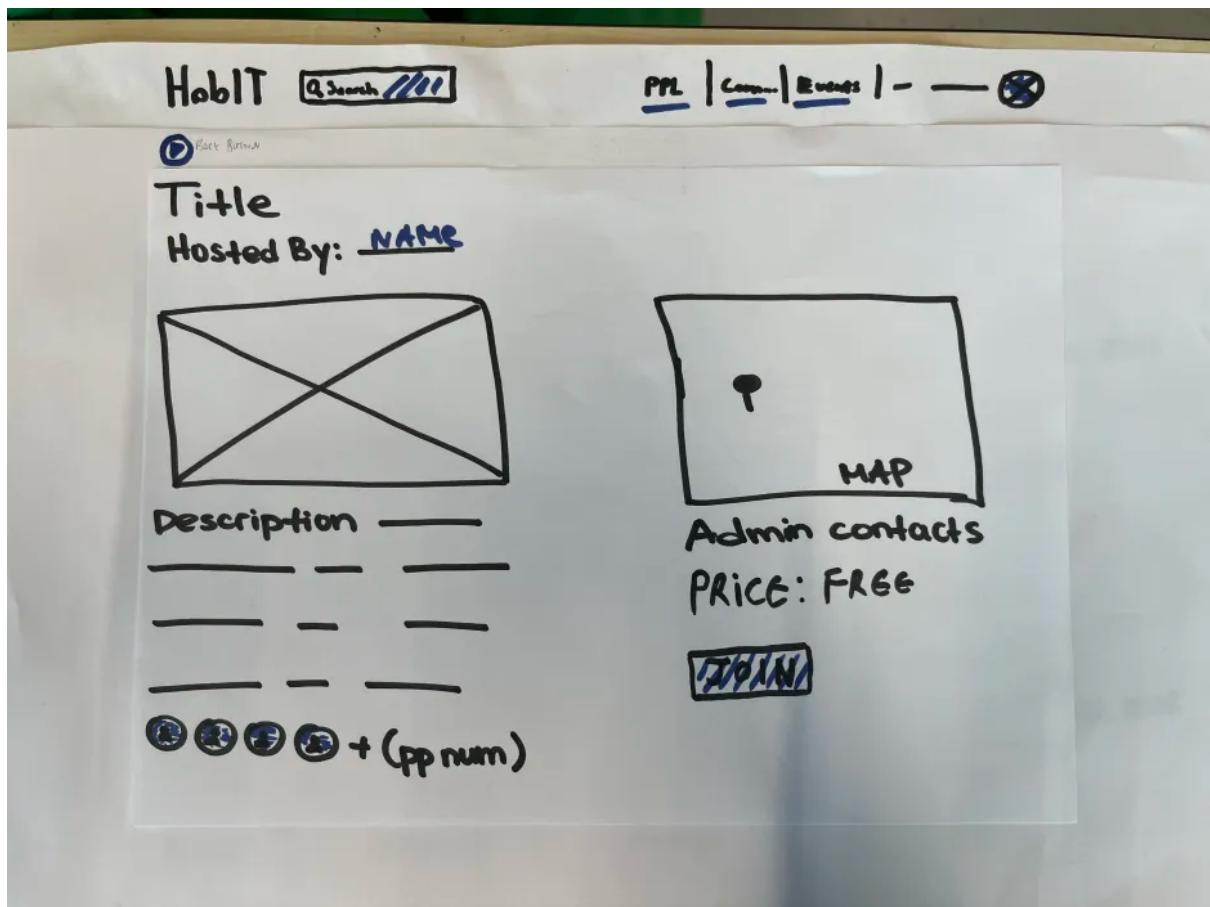
## Log In

<input type="text"/>
<input type="text"/>

back

login





## Reflection:

It was important to start with the wireframes and paper prototype first because it was easy to make changes. Our teacher when we had a lecture said that it's possible when you make something and are proud of it but then you show it to your boss and he says that it's not good enough so you spend a lot of time and effort into it just so you can make it again differently, but with a paper prototype you can erase and draw again