**ITIS 6400 Principles of Human Computer Interaction**

**Spring 2018**

**Class Activity – Paper Prototyping**

**Names: Snigdha Bose, Robert Corzine, Poorna Chandrika Maddisetty, Moe Nagahisarchoghaei**For this activity, create a paper prototype for a favorite photo sharing mobile application. This could be anything from Facebook to Instagram to Snapchat to another you prefer. The idea is not to re-design a new application, but to get experience creating different kinds of interactions and interfaces simply using paper. Also, the goal of a paper prototype is not to draw a perfect set of screens of that app, but to instead use the advantages of quickly creating something in paper to get feedback. So do not aim for perfect looking screens, but instead for maximum interactivity. Take photos of your prototypes, and either email them to the TA or paste them in this document and turn them in on Canvas.

**App you re-created**: Instagram

1. **Choose several common tasks that you want to represent on the prototype. Then build the prototype so that someone else could “interact” and complete those tasks. You will not be able to have as complex an interface as the real application, so you will have to decide what aspects of the interface to include or not in your interface.**

Tasks/screens you represented:

Task 1:

Take a photo

Edit the photo

Tag people in a photo

Share the photo to friends

Choose which friend

Task 2:

Scroll through news feed

Select photos to share

Task 3:

Scroll through news feed

Select photos you want to comment on

Task 4:

Scroll through news feed

Select photos you want to like

Task 5:

Using the search bar

Finding friends, tags, trending topics

Adding friends, searching through tags, searching trending topics

Task 6:

Message a person

Search the friend in the search bar

start typing a message

1. **Your tasks would have required a variety of interactions, from pressing buttons, pull down menus, information appearing on the screen. Comment on what was easy and what was difficult to create with just paper.**

Easier on paper:

* The easiest things was to draw the icons for the most centered activities in the application.
* Then working on the design to refine it to easier use.
* Highlighting the main idea like picture sharing was easy to achieve.
* The sharing of a taken photo was easier.
* You can test idea more rapidly.
* Searching the topic or people was easier to achieve as there is only one option performing that activity.

Difficult on paper:

* To work on the details of each activity like the button or icon click was little difficult.
* Imitating dynamic user interactions and flows was difficult to map on paper.
* Showing alternate flows based on User interaction is difficult.
* Generating dynamic pages and information based on the previous interaction.
* Too many features cannot be accommodated.

1. **Once your prototype is completed, work with a neighboring group to evaluate each other’s prototypes. In other words, have other people try out the interaction with your prototype. What did you learn from your evaluation?**

* The flow and navigation through the site could be more interactive and implicit.
* All the icons are clearly representing the functionality that assists the user to perform the task.
* The search functionality is more effective than the regular design.
* The Edit screen can be more illustrative in terms of options.
* We have some new idea how to make a new prototype with paper which you can scroll the pages better.

