Low-Fi Prototypes: Exercises

Human Computer Interaction

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Administrativia

- **Assignment 2** is out
  - Due: November 4 EoD
  - It will last two labs: use those for getting as much as feedback as possible

- Suggested timeline
  - First lab (**October 22**) → choose your tasks and work on the storyboard
  - Second lab (**October 29**) → get feedback on the two paper prototypes

Exercise 1

- The following slides includes two paper prototypes from the 2022 edition of the course
  - **BEWARE: pre-feedback!**
  - **DO NOT** use them as examples of good prototypes!

- Work in groups or pairs

- Using the design principles discussed in class and the tasks reported for *each* prototype:
  - criticize each paper prototype
  - make a list of pros and cons for the design

Prototype 1: Math-ilo tu!

- Value proposition: *Turning Math into Reality*

- Goal: to support <u>elementary school teachers</u> teaching math

- Tasks:
  - Simple: Choose the most suitable way to represent and analyze a math problem
  - Moderate: Personalize the problem according to children's preferences for a more engaging analysis
  - Complex: Show different step-by-step resolutions of the math problem to facilitate students' comprehension

- Prototype: https://polito-hci-2023.github.io/materials/slides/05b-exercise/01a-math-ilo-tu-prototype.pdf

- Flow diagram: https://polito-hci-2023.github.io/materials/slides/05b-exercise/01b-math-ilo-tu-prototype-flow.pdf

Prototype 2: TouchGrass

- Value proposition: *Take a rest. Enjoy your meal!*

- Goal: to disconnect from work during mealtime

- Tasks:
  - Simple: Restrict work related phone usage at the beginning of a mealtime
  - Moderate: Earn rewards after disconnecting for some hours
  - Complex: Become a reward provider as a company

- Prototype: https://polito-hci-2023.github.io/materials/slides/05b-exercise/02a-touchgrass-prototype.pdf

- Flow diagram: https://polito-hci-2023.github.io/materials/slides/05b-exercise/02b-touchgrass-prototype-flow.pdf

Exercise 2

- Select <u>one</u> of the previous prototypes and 1-2 *tasks* from it

- Pick a different *modality* than the one adopted in the prototype
  - modality: a way of interacting or a device type
  - e.g., if the prototype is tablet + AR, pick mobile + touch or desktop + VR or...

- Design a few significant pages of the prototype to complete the tasks, starting from the main one

- Take a photo/scan and share it on Telegram (topic: "in-class exercises")

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