



# Human Computer Interaction

## Chapter 8: Prototyping

Prof. Dr. Björn Eskofier  
Machine Learning and Data Analytics (MaD) Lab  
Friedrich-Alexander-Universität Erlangen-Nürnberg (FAU)  
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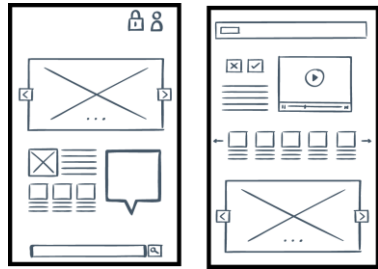


# Tools and Implementation

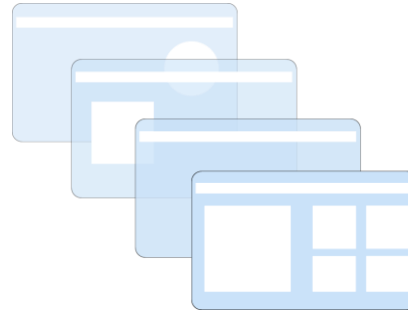
# Implementing Prototypes - Tools



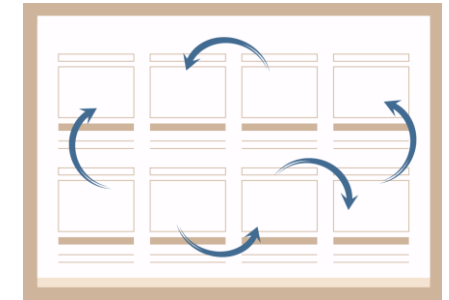
Machine Learning  
Data Analytics



Paper/Sketches



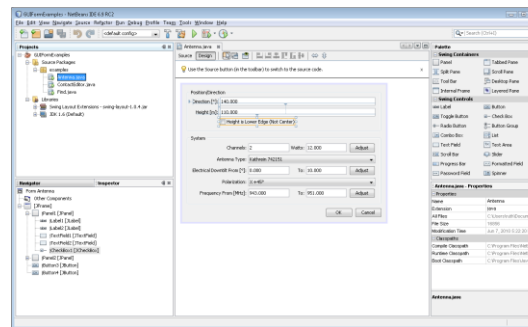
Slide show/  
PPT/Photos



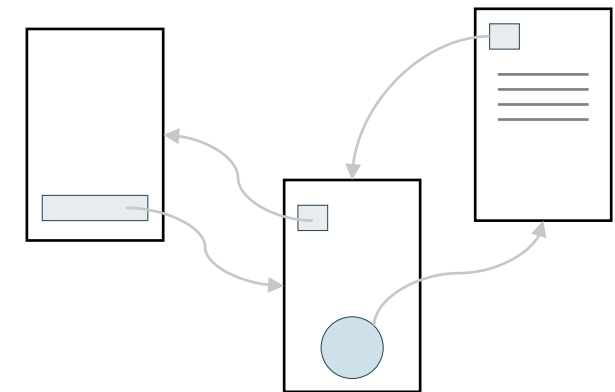
Storyboards



HTML/Flash



GUI-Builder



Sketch Flow

# Prototyping Tool Requirements

To easen the process, tools have requirements, too.



Machine Learning  
Data Analytics



Make prototyping process  
effective and cheap



Flexibility



Ease of use



Data collection  
capabilities



Fast turn-around








Executable  
prototypes



Collaborative design



	Paper	Facade Tools	Interface Builders	Actual Implementation
 Ease of Use	++	+	0	--
 Fast Turn-around	++	++	+	--
 Flexibility and Control	++	+	+	++
 Executable Prototypes	--	+	0	++
 Team Design	++	+	0	--



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**Thank you  
for your attention**