

Requirement

Paper Prototype

Create a paper prototype based on the design for your project. You may draw your storyboard on paper and scan it (or take a photo) and embed the photo in the final deliverable.

The paper prototype is an artifact that demonstrates the key functionality of your system. This part of the system is not to be coded, but to be a physical copy of your interface. The term "paper" is used a little bit loosely, in that you can use cardboard or other materials to develop your application.

You are building a low-fidelity prototype for this assignment, that is, a paper prototype. A paper prototype is a mock-up of the key functionality you plan to provide in your system. Paper prototypes can be:

- Paper drawings and cut outs.
- cardboard
- sticky notes
- white board drawings
- A phone in a box (for voice user interfaces)
- A pair of gloves with stickers on it

The goal is to be creative, and not invest a lot of time polishing a product that has not been validated with the target demographic described in your user analysis. Your prototype should incorporate one of the functionality scenarios, in the 3 use cases from your previous assignment

Deliverables

deliver the following items:

- Storyboards for the three scenarios of the functionality you selected for your design.
- At least two screenshots of your paper prototype.
- A 1-3 minute video of your paper prototype in action. The user(s) should use the talk-aloud method as the system proceeds. Please submit this as a link to youtube, dropbox, google drive, etc. You may make this link private or unlisted.
- A usability testing plan. This is a brief plan to help you start thinking about what you are specifically going to test. It should include the following:
 - What are your metrics for success (have at least 3)?
 - What data do you plan to collect when you test?

- What strategy or strategies do you think you will use to collect data? (A specific survey, interview, etc.)
 - Where will you perform your experiment?
 - Will you need any additional equipment (eye tracking software, microphones, software, etc.)?
 - Note: You do not need to execute a full usability test, this will come in the next assignment!
- A discussion and analysis of your prototype. It should include the following:
 - A brief paragraph description of your product.
 - Any design metaphors used (or planned on using if not shown).
 - A user analysis (who are your users, what context, situations, and environments do they use it in).
 - What 1-3 things do you think your product does well.
 - What 1-3 things do you think you can improve upon after testing your prototype.
 - Note: You may have completed some of these items in previous assignments, update them!