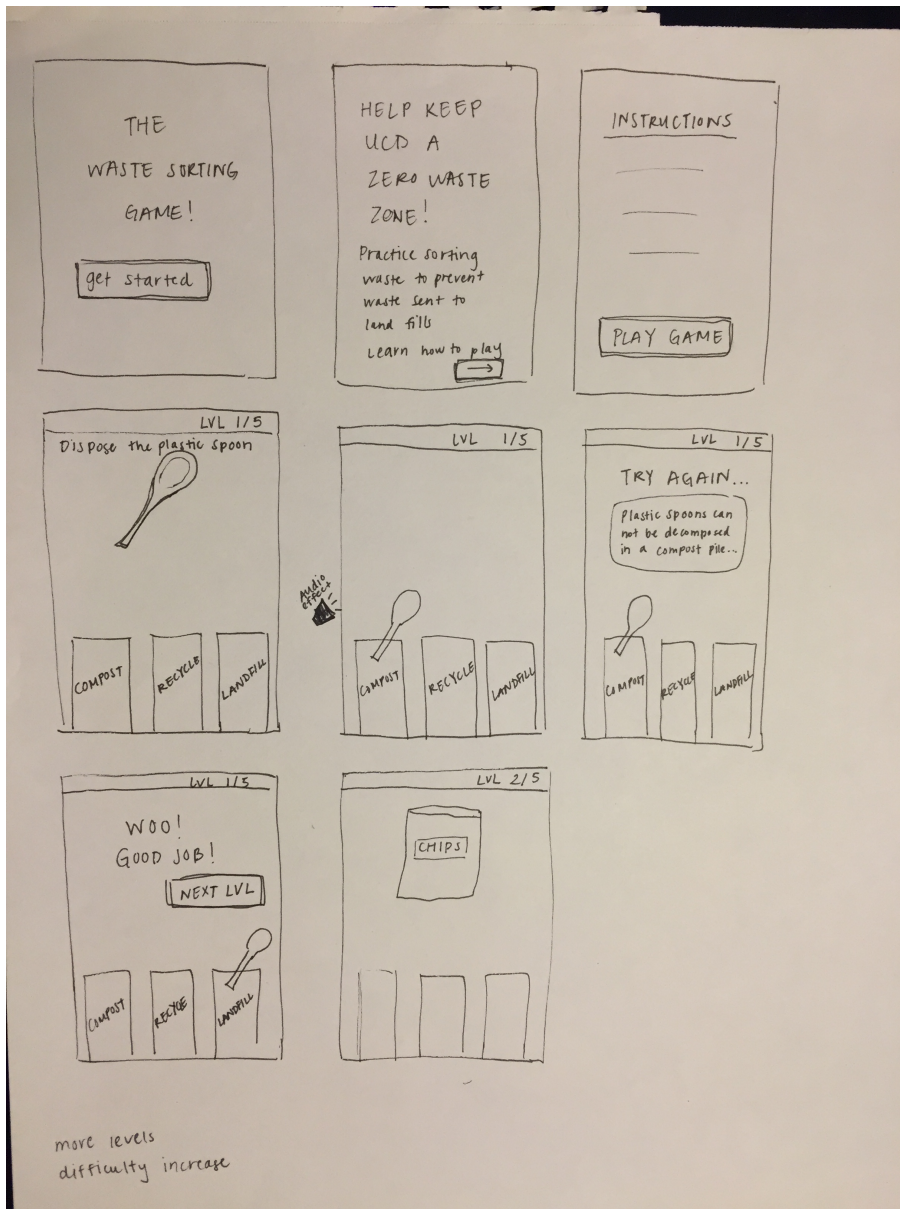
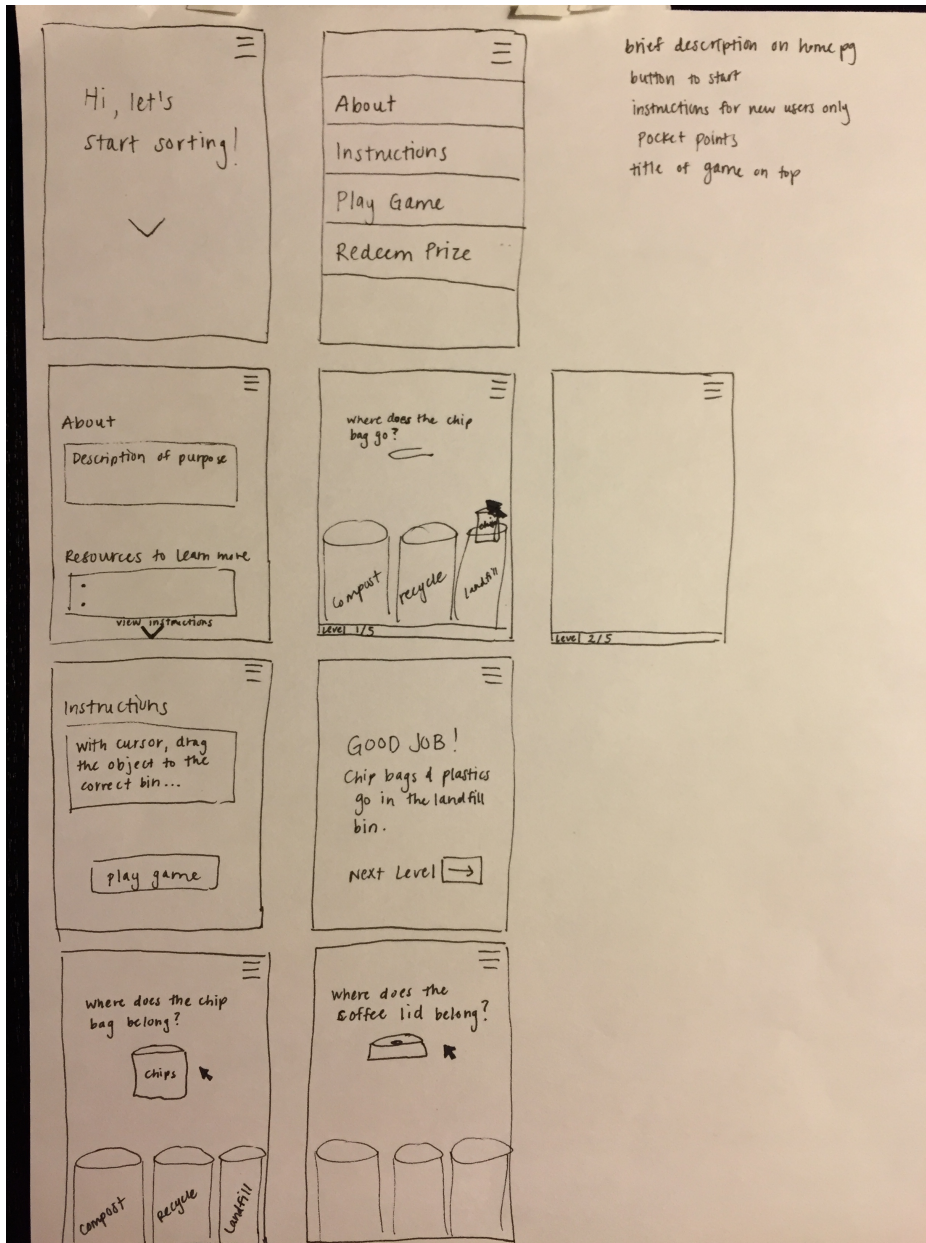


Paper Prototypes



The first paper prototype shows the interface layout. It begins with a start screen with a button to get started with the game. The next screen is an informational page that describes the purpose and goal of the game. Next are instructions and a button near the bottom to begin playing. Finally a screen loads with an object from the Memorial Union or Silo. It has a brief description of what the object is and tells user to dispose of it. When users drag the objects there will be audio cues to let them know if they dropped it in the boundary of a bin. If users do not drop it in the correct bin, a "try again" message will appear with an

educational fact or hint to guide them to the correct bin. Once users successfully complete a level, a new level will start with a new object. I got feedback that my game is fairly easy to understand. There were some suggestions to add more levels and increase difficulty with each level.



The second paper prototype explored different interfaces with buttons and navigation. I decided to include more buttons to make users interact more with the interface. I also included navigation so users can choose which page they want to look at, instead of them being forced to look at pages in a certain order. I received really insightful feedback from the user. The user suggested putting a

very brief one sentence description of what the app is about on the first page. The user also suggested that the instructions should only be shown to first time users instead of every time a user plays the game. I also received feedback to put the title of the game near the top of the interface so the user would know what app they are using when the app is open. The user told me that the reward element of my app reminded her of an app called Pocket Points. I never heard of the app before but after researching it, I am definitely inspired by the user interactions the app provides.