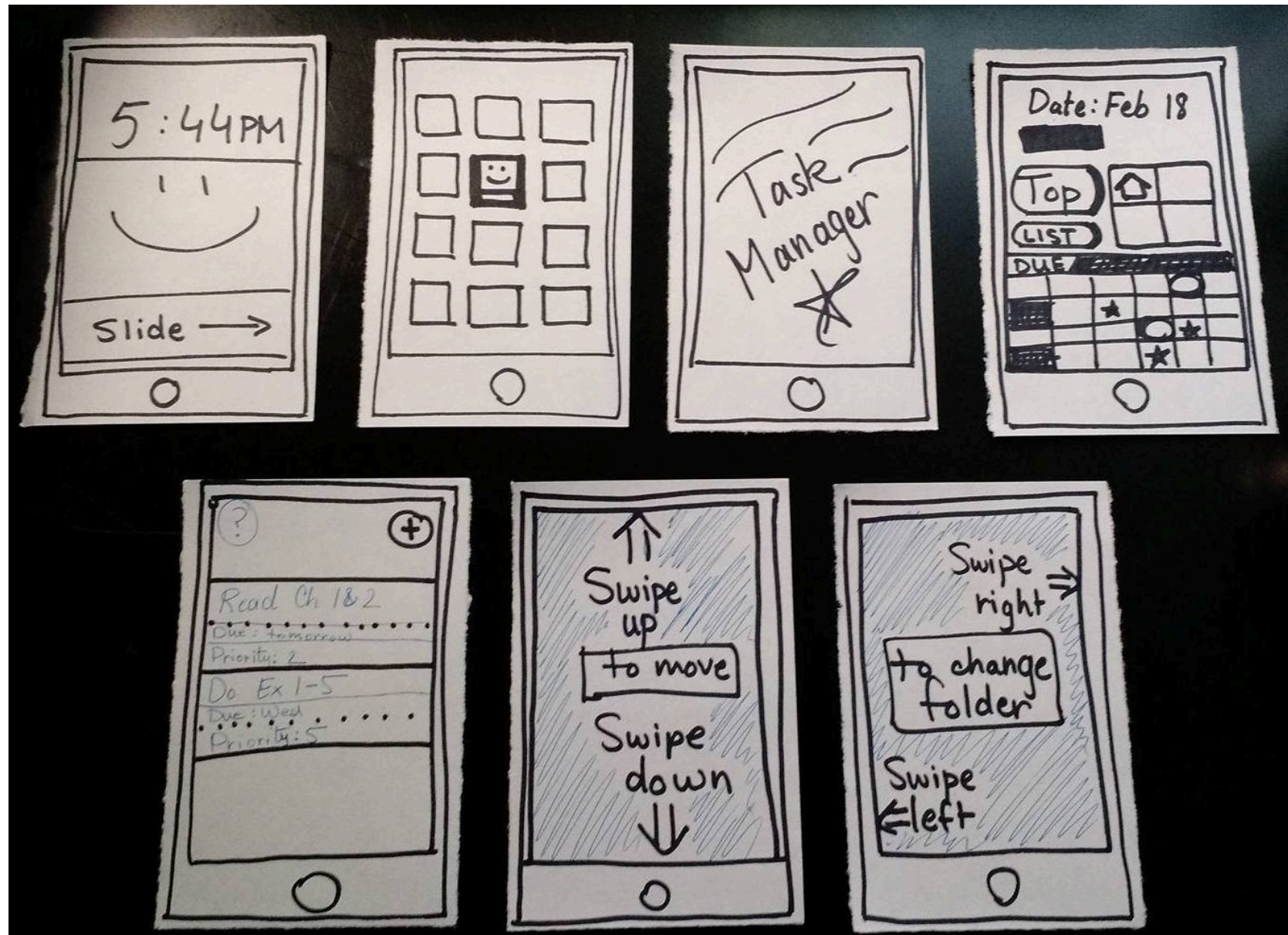


Prototype 1



My paper prototype demonstrated the mobile version of my project, which is much more compact and uses a different sort of navigation than the desktop version screen. Each module was displayed in a separate screen and I used one piece of paper for each screen layout that the user would encounter, and highlighted the buttons that I wanted the user to click, as these will be apparent to them in the final product. I observed the user during the usability test, and I realized that my prototype was straightforward enough that they had no difficulty navigating through the screens. I think that I can better map out where I want my buttons and navigation to be in subsequent versions of my prototypes. The feedback that I received from my user is that I should take a look at other task management apps and see what I can add or take out from my version, but that it was easy enough to figure out and use. He also mentioned that it may be a good idea to make the calendar module's visibility optional rather than a required part of the main screen so that the user can choose whether they want it to show up all the time. I agreed with him that making it as customizable as possible would better meet the criteria that I set early on in my project.