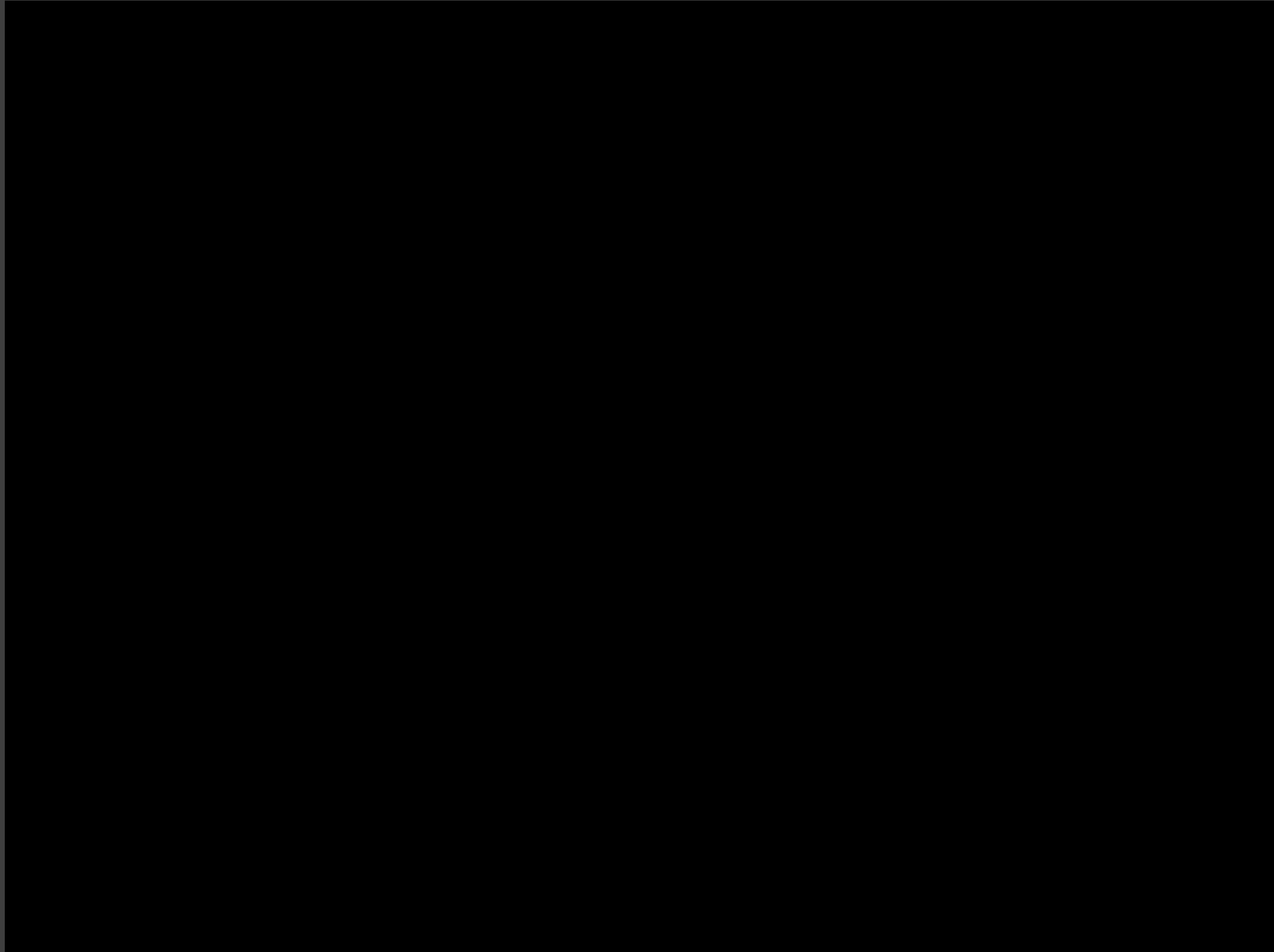# FAKING IT
VIDEO PROTOTYPING

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Walkabout

Benefits of Video Prototyping

- Cheap and fast
- Great communication tools
  - Helps achieve common ground
  - Ideally, portable and self-explanatory
- Can serve as a 'spec' for developers
- Ties interface designs to tasks
  - Aligns and orients interface choices
  - Makes sure you have a complete interface
  - And that there's nothing extra

Video prototypes can be any fidelity

informal ←————————————————————→ formal

Smart Energy Monitoring

What should the video show?

- Like a storyboard, the *whole* task, including motivation and success
  - Establishing shots and narrative help
- Draw on tasks you've observed
- Illustrate important tasks your system enables
- Can help scope a minimum-viable-product
- Changes what design teams argue about (in a good way)

What are the steps?

- Like anything, start with an outline (or your storyboards)
- Fine to extemporize
- Equipment
  - a camera. Nothing fancy. Could be a phone, built-in laptop camera...
  - people
  - and a realistic location
- In general, focus on message more than production values

Considerations

- **Can use audio or a silent movie with title cards** (audio can be finicky)

- **Interface can be paper, mock-ups, code, or invisible** (just showing the task)

- **Can show both success and failure** (of your interfaces and others)

- **Edit as little as possible because editing is hugely time-consumng.** (In-camera/pause editing is most efficient)