

HUMAN-CENTERED DESIGN

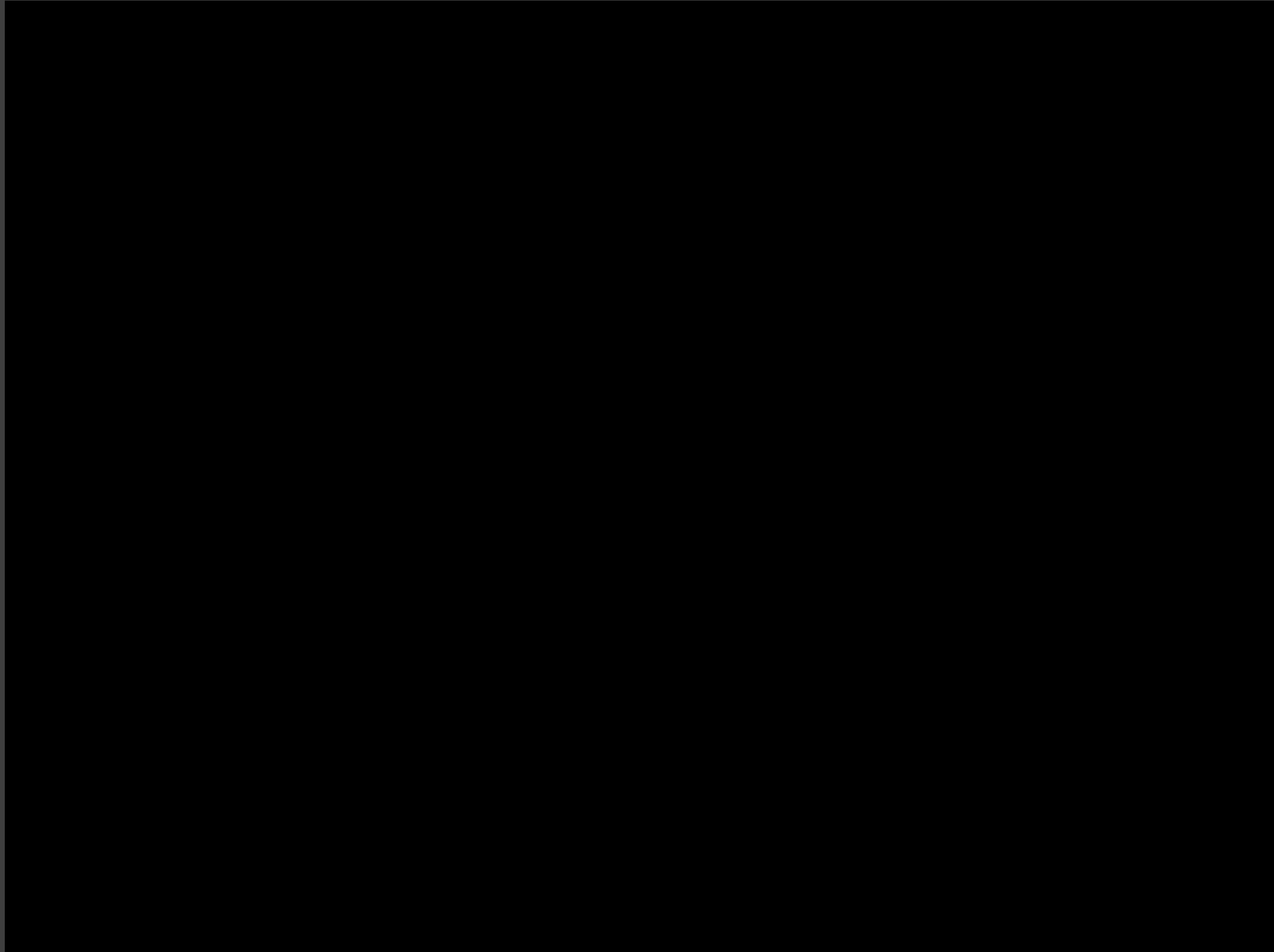
Faking it: Video Prototyping



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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



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-consuming. (In-camera/pause editing is most efficient)