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# Ficha PL 3

Sketchbook / HAM

Procedure

Sketch some interface possibilities for your project

Follow essential goals or tasks that must be possible to perform. Think of the most important screens (e.g., playing the game) and ignore, for now, the secondary ones (e.g., setup, options)

Use pen/pencil and paper

While sketching, think back to Verplank's framework (e.g., are you thinking about an interaction metaphor to help users understand how to operate the system, what is the scenario?, etc.)
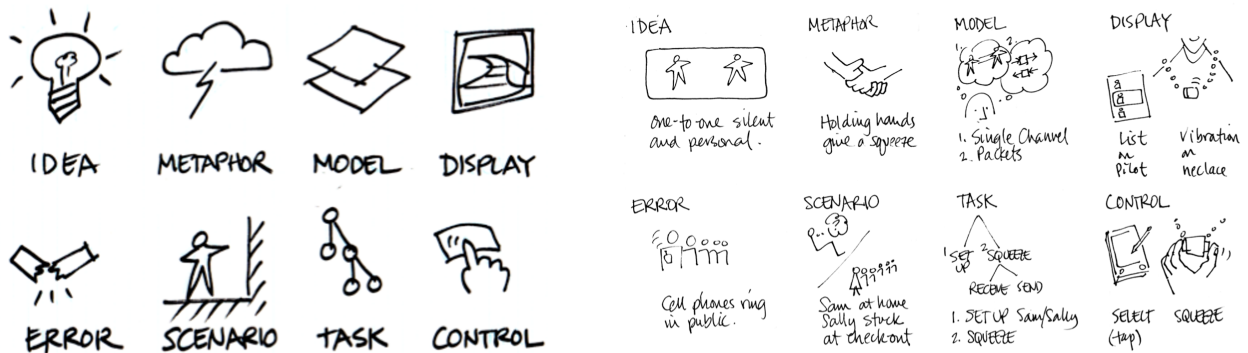
Draw some sketches individually, and discuss and re-sketch them in group. While discussing, think back again to Verplank's and make sure that things are consistent (e.g., is the control/display adequate to the scenario?)

Fill in the two bottom rows of the HAM for your project

Use the following diagram and table as reference:
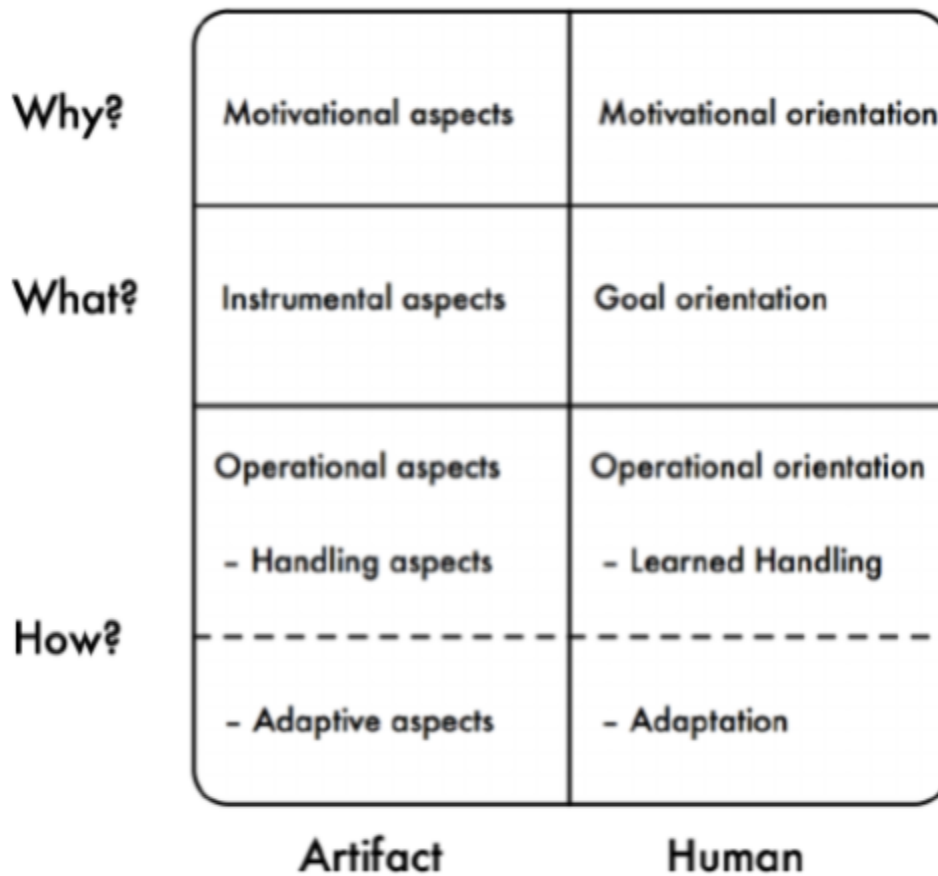
	Artifact	Human
Why	**Why would the ARTIFACT be used?**	**Why does s/he engage with the ACTIVITY?**
What	**What can be done with the artifact?**	**What goals is s/he trying to achieve?**

	Artifact	Human
How **- Handling aspects**	How SHOULD the artifact be operated? (Handling Aspects: designed into the artifact)	How does s/he achieve his/her goals? (Learned Handling: from user cultural orientation)
How **- Adaptive aspects**	How CAN the artifact be operated? (Adaptive Aspects: on the artifact)	How does s/he operate the artifact to achieve his/her goals? (User Adaptation: to the conditions)

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Before next class

1. Watch a few videos on paper prototyping (20min max)

For example:

▶ UX Prototyping Tutorial - Paper prototyping techniques
(https://www.youtube.com/watch?v=FS00UIo12Xk)

▶ Low fidelity prototype testing of the EE app
(https://www.youtube.com/watch?v=yafaGNFu8Eg)

or search on YouTube for "paper prototyping"

1.1 You should also watch these videos from previous years, that allow you to get an idea of what a good paper prototype should allow you to achieve:
ihc v4.mp4
S4_2_IMG_5333.MOV

Focus on the main task that your system is going to support and draw your user interfaces so that you can simulate the execution of the main task

- Try to draw your interface at 1:1 scale if possible
- Use individual pieces of paper to draw individual user interface controls -> this way you can just replace then at "run time"
- Think of different messages (pop-up panels) that you might need
- Use color
- Be creative