

Paper Prototype

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In this assignment, I came up with 10 tasks and 17 interactions in total. These tasks and interactions include two features from the list of key features I addressed in the former assignment – leaving reviews and searching them with the filter.

Leaving reviews and searching them are done by structured aspects or conditions. This feature is the most important one since it is going to be the one that differentiate this application from other similar services.

What I was not include in the prototyping process is 'Posting questions' feature even though it was also a key feature. Because I thought this feature has quite clear object to implement and I wanted to discover other obscure features throughout the assignment. Therefore, I added a feature in the paper prototype which is about viewing and editing user's profile. This is not a key feature but figuring out the whole structure of user's profile would have helped me to focus more on the purpose of the application.

All 17 interactions are designed as bridges which link features and tasks with each other more smoothly. So, most of these interactions are about putting information, moving on to the next step or going back to the main page.

Overall design of each screen went well in this assignment. This is because I spent a lot of times in thinking about key features in the former assignment. By having QOCs and deciding options from this activity reduced a lot of times in drawing each screen and designing each interaction.

However, I think that expressing interaction steps in the format of paper was one of the most difficult parts in this assignment. It was really difficult to create clear visual transitions from one screen to another and also time consuming works.

I also encountered with some typical difficulties in creating paper prototype – it was hard to change a little aspects or interactions in each screen. I used a lot of correction tapes and it went more and more ugly.

In the step of creating digital prototype of this application, I would like to do more in describing each step and feature. Or I can actually implement tutorials for the first time users. I think the system has great affordances and mappings in its interactions and features, but users are not going to loose their ways if there are more descriptions in each step.

Also, I want to re-design the logo and name of the application. For now, it is not actually appealing its potential users, so I would like to apply fancier graphical design of the logo and name.