

# Project Design - Paper prototyping

You've proposed your project, and that proposal probably included some UI sketches to clarify your idea. This week, you're going to work on the design through user testing.


Readings/Videos:

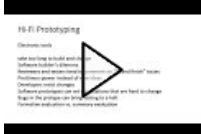
- [How to do paper prototyping, the UX tool you may be missing](https://uxdesign.cc/how-to-do-paper-prototyping-719173215a7e)  [\(https://uxdesign.cc/how-to-do-paper-prototyping-719173215a7e\)](https://uxdesign.cc/how-to-do-paper-prototyping-719173215a7e)
- [Rapid Prototyping: Sketching | Google for Startups](https://youtu.be/JMjozqJS44M)  [\(https://youtu.be/JMjozqJS44M\)](https://youtu.be/JMjozqJS44M)





[\(https://youtu.be/JMjozqJS44M\)](https://youtu.be/JMjozqJS44M)

Optional Resources:

- [The Magic of Paper Prototyping](https://uxplanet.org/the-magic-of-paper-prototyping-51693eac6bc3)  [\(https://uxplanet.org/the-magic-of-paper-prototyping-51693eac6bc3\)](https://uxplanet.org/the-magic-of-paper-prototyping-51693eac6bc3)
- [Complete guide to paper prototyping](https://www.justinmind.com/prototyping/paper-prototype)  [\(https://www.justinmind.com/prototyping/paper-prototype\)](https://www.justinmind.com/prototyping/paper-prototype)
- [Paper Prototyping for Tiny Fingers](https://northeastern.instructure.com/courses/149802/files/21994060?wrap=1) [\(https://northeastern.instructure.com/courses/149802/files/21994060?wrap=1\)](https://northeastern.instructure.com/courses/149802/files/21994060?wrap=1)
- [Prototyping for Tiny Fingers Review](https://youtu.be/GQ6NvWPmc5o)  [\(https://youtu.be/GQ6NvWPmc5o\)](https://youtu.be/GQ6NvWPmc5o)



[\(https://youtu.be/GQ6NvWPmc5o\)](https://youtu.be/GQ6NvWPmc5o)

- [File](https://northeastern.instructure.com/courses/149802/files/21994058?wrap=1) [\(https://northeastern.instructure.com/courses/149802/files/21994058?wrap=1\)](https://northeastern.instructure.com/courses/149802/files/21994058?wrap=1) Tohidi, M., Buxton, W., Baecker, R., & Sellen, A. (2006, October). User sketches: a quick, inexpensive, and effective way to elicit more reflective user feedback. In Proceedings of the 4th Nordic conference on Human-computer interaction: changing roles (pp. 105-114). ACM.
- <https://careerfoundry.com/en/blog/ui-design/how-to-design-a-mobile-app-using-user-interface-design-principles/>  [\(https://careerfoundry.com/en/blog/ui-design/how-to-design-a-mobile-app-using-user-interface-design-principles/\)](https://careerfoundry.com/en/blog/ui-design/how-to-design-a-mobile-app-using-user-interface-design-principles/)
- <https://www.smashingmagazine.com/2018/02/comprehensive-guide-to-mobile-app-design/>  [\(https://www.smashingmagazine.com/2018/02/comprehensive-guide-to-mobile-app-design/\)](https://www.smashingmagazine.com/2018/02/comprehensive-guide-to-mobile-app-design/)

Submission

You will submit a PDF document with the following sections:

- List your team members.
- Introduce your app in a few sentences. This can be pulled from your proposal.
- Describe your target users. This may be the same as what you submitted in your proposal, in which case you can copy and paste that description. (Don't write "see the proposal.")
  - Find at least **three** test users. (This is a class assignment, not a commercial app, so your test users do not need to exactly fit your description of your target users. If this was a commercial app, you would find test users who fit your description of target users.)
- List **two** scenarios (don't give steps) for testing some of the main features of your app.
  - To test these scenarios with your test users, you need paper prototypes of all the screens involved in the task flow. The prototypes are made on paper
- For each round of paper prototype testing, ask some questions after your testing to gather reactive feedback (allow participant to verbalize their likes and dislikes of the design) and reflective feedback (ask participants to make suggestions for design improvement, you could even ask for sketches from the users ). Include the notes and sketches in your assignment submission.
- Include photos of of paper prototyping with your potential users (show someone testing a version of your prototypes, no need to include their face). Take at least one photo of the process for each paper prototype, and include these in your assignment submission.
- List some lessons learned and key takeaways from the testing sessions.

This is worth 5% of your project grade.