

Paper (low-fidelity) Prototypes



1

When we are designing



- When we are thinking about design
 - We are visualizing the interface inside our head (imaginary)
 - Our short term memory is limited
 - For most of us, manipulating images mentally is quite difficult
- Expressing a design idea in a concrete form
 - As a sketch, model
 - Acts as a feedback mechanism to the designer (backtalk)
 - Allows people to communicate ideas to others.
 - materials, platforms, cost

2

Why not use a computer tool?



- Our mental processes are much faster than our ability to express the ideas
- Drawing is much faster than using a design environment (cad, ide etc)
- With a drawing you can be ambiguous and sketchy
 - Where computer tools often force premature decisions
- With a drawing you don't worry about alignment, size, colour, font
- All of these are distracters when
- form and function should be the focus early in the design process

3

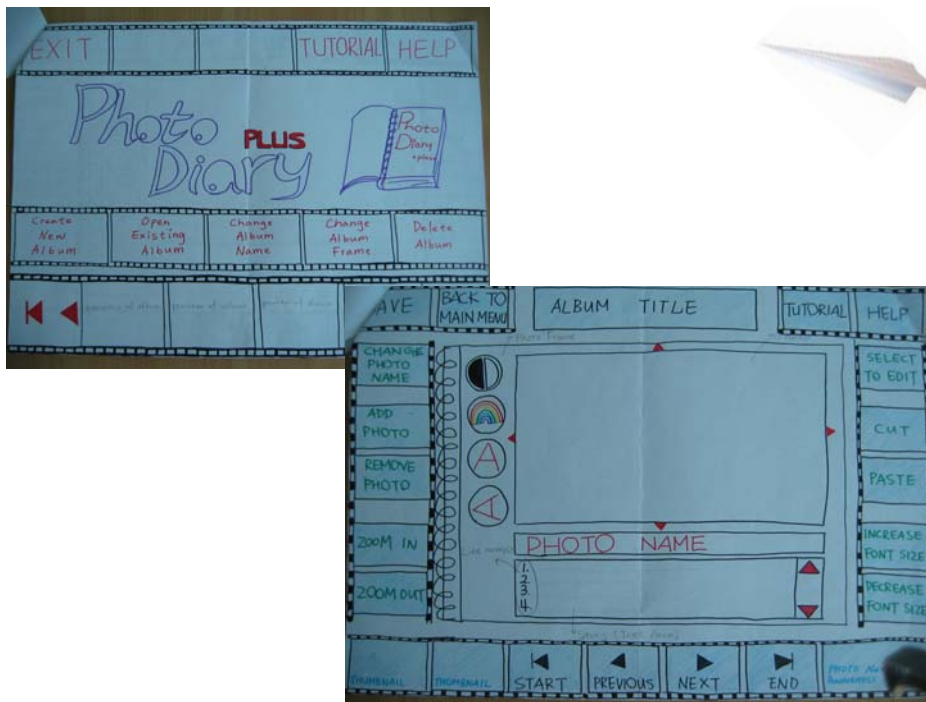
How to make a low-fi prototype



- Pen, paper, coloured pencils, scissors, cellotape
- Just like primary school ☺
- Phone interface for airline booking

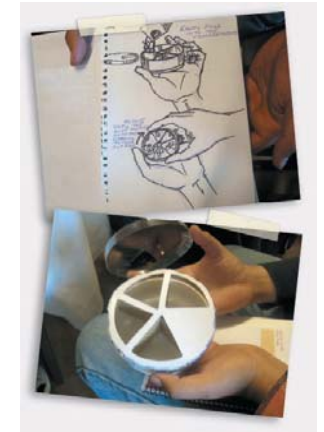


4



Make a device

- Use the cornflakes box, a hunk of polystyrene
- Paint/ draw on the controls
- Stick on junk
- Use buttons to represent dials



Nancy Frishberg, Prototyping with junk, Interactions, 2006, V13:1 Pp 21 – 23, ACM

Wizard of Oz

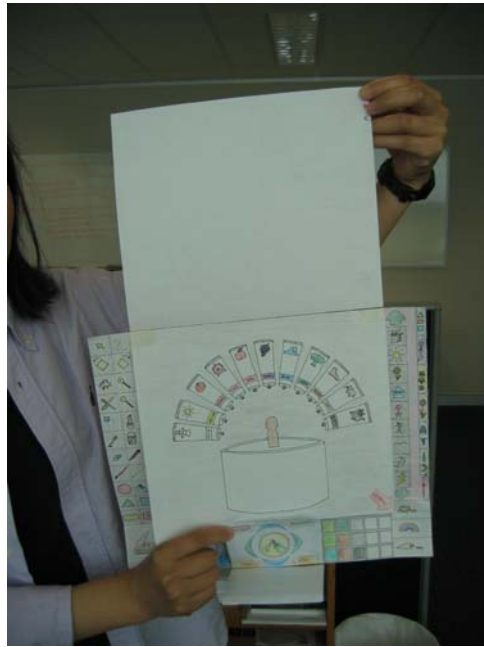
- Use the prototype and your imagination to interact with the interface
- One person is the computer
- One person is the user
- One person is the observer
- The user might say 'click' a button
- The computer response by displaying the next screen (or what ever)

Iterate rapidly

- When you find a problem with the interface
- Change it – tape over ... twink

Observer

- Write down what is changed AND why
- Write down the functions the system needs to support
- If you don't write them down you WILL forget!!!!



Drawing screen

1 Make drawing area the size you like

2 Arrow

3 Select (Change)

4 Rotate (tilt)

5 Rotate (flip)

6 Flip (horizontal)

7 Flip (vertical)

8 Crop

9 Zoom (in)

10 Crop

11 Paste

12 Stamp (Color Pick)

13 Fill (same color)

14 Fill (color)

15 Fill (gradient)

16 Fill (pattern)

17 Line

18 Ellipse (circle)

19 Square

20 Rectangle

21 Polygon

22 Round rectangle

23 Polygon

24 Polygon (from center)

25 Star

26 Circle (center)

27 Circle (radius)

28 Circle (radius)

29 Circle (radius)

30 Circle (radius)

31 Circle (radius)

32 Circle (radius)

33 Circle (radius)

34 Circle (radius)

1 Where are the save, open, exit, new buttons?

2 What about print function?

3 How many colors do you use?

4 How many colors do you use? How many are they necessary for layer work?

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