

## P3: Low-Fidelity Prototype

Due 3/29/13 at 11:59 PM

### Overview

In the next part of your project, you will use a very low-fidelity prototype to present your idea to target “users” and to receive feedback and refine your design. In this part of the assignment, you will create the prototype itself and document it through photos and/or video. You will **not** interact with any people/users in this assignment; you’ll use this prototype to evaluate your ideas in P4.

### The Assignment

#### 1. Mission Statement

Now that you have had plenty of time to work with your teammates and develop your idea, create a team mission statement that succinctly describes your goal for the project.

When you write this up in your blog post, briefly introduce the system being evaluated. State the purpose and rationale behind the project as well as what you hope to learn in your first evaluation of your low-fidelity prototype. Then, present your mission statement. The mission statement should represent the common purpose and goal of the project. Each member of the team should agree on and be committed to achieving the mission statement. Describe the role of each team member for this assignment.

#### 2. Create the Prototype

Consider the three tasks you described in your last assignment, P2. (Or use updated versions of these tasks.) These benchmark tasks should include 1 easy task, 1 moderate task, and 1 hard task, and they should give good coverage of your interface. In this assignment you will design a low-fidelity prototype to handle these three tasks and create a text or video narrative demonstrating the intended interaction with the low-fi prototype for those three tasks.

We suggest you start by sketching on paper. You will then create a paper/cardboard/etc. prototype of your user interface. Use the techniques described in the Prototyping for Tiny Fingers paper (URL in FAQ below) as a guideline. You should design your low-fi prototype using paper and other simple materials commonly used in grade-school art classes. You may use the Balsamiq Web interface if you prefer not to use paper (see FAQ below), and if you feel it is appropriate for your project.

You might consider having some “wizard of Oz” components in your prototype, where a person (a member of your team) stands in for some behavior you anticipate your system will implement. (For example, you might use a person to perform gesture recognition, or act as a sensor or actuator.)

#### 3. Document the Prototype

Describe your prototype, in general. Reference sketches/screenshots of the interface screens in your description. Submit images of all screens you used.

Then, for each of the three tasks, describe in detail how a user would interact with your prototype to test this task. Start by describing the back story that you will tell your tester: why would someone want to perform this task with your system? You should document your description of the user executing the task with plenty of images, or with a video of someone in your team or a friend walking through the interface for that task. If you use video, include a voiceover narrative or screen text (easy to do with iMovie, for example). If you use video, also make sure to include a few static photos so anyone looking at your blog can get a quick idea of what you did.

#### 4. Discuss the Prototype

In 1–2 paragraphs, total, discuss the following:

- i. How did you make it?

- ii. Did you come up with any new prototyping techniques to make something more suitable for your assignment than straight-up paper? (It's fine if you did not, as long as paper is suitable for your system.)
- iii. What was difficult?
- iv. What worked well?

## Submission Instructions

1. Create a new blog post on the course blog.
2. **Add this blog post to category Project3.** (Starting with this assignment, we will take off points for not doing this.)
3. Include on your blog, in order, and with section headings:
  - a. Your group number and name
  - b. First names of everyone in your group
  - c. Your mission statement (1 paragraph)
  - d. A clear description of your prototype (1 paragraph), accompanied by a few images.
  - e. For each of your three tasks: write around 1 paragraph of text describing how you intend your prototype to be used in testing this task. Accompany the text with plenty of images, in order, with captions, and/or with a video with voiceover narrative or screen text. (But if you use video, also make sure to include a few static photos so anyone looking at your blog can get a quick idea of what you did.)
  - f. Discussion of your prototype (1-2 paragraphs; questions i–iv above on how you made it, etc.)
4. Fill out the Google Form at <http://tinyurl.com/cos436P3> with the URL of your blog.

## Grading

- Mission statement (5 points): Is this clear, complete, compelling?
- Prototype description (10 points): Is this clear and complete? The images you submit must be of sufficient quality for us to read the text and see everything clearly, and the text must make it clearly understandable.
- Prototype quality (10 points): Did you really make a low-fidelity prototype that can be used to meaningfully evaluate your idea? Points off if this is too polished, or if it's hard to see how it could be used to gain useful information. You will NOT be graded on artistic quality, but it should be done neatly enough for users to be able to evaluate it.
- Description of tasks (5 points each): Does your documentation make it clear how you will use the prototype in each task? Is your plan for using the prototype appropriate (i.e., likely to result in useful information)?
- Discussion (5 points): Is this clear, complete, and thoughtful?

## FAQ

### **Q: Where can we get more info on prototyping?**

A: Take a look at Prototyping for Tiny Fingers, at <http://dl.acm.org/citation.cfm?id=175288> Also review the course slides from Lecture 5, and search for YouTube videos on prototypes. For more inspiration, check out <http://labs.ideo.com/category/prototyping/>

### **Q: How can we get a free Balsamiq account, to do “paper” prototyping on a computer?**

A: Post to Piazza and tell us your group number. We'll add you to the course Balsamiq account and create a new project for you.

## Acknowledgements

Much of this assignment is adapted from Manish Agrawala's CS 160 course at UC Berkeley.