# Übung zur Vorlesung Mensch-Maschine-Interaktion 1

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## VIDEOPROTOTYPING



Representing complex relationships, new behaviours and attitudes are an integral part of interaction design. These can be represented through many means including sketching and making physical prototypes. However, capturing a journey over time requires a linear medium like video.



#### Plan

What's the video about (in one sentence)?
Who's the audience? (YouTube vs. Client)
What are we going to see? (Scenario)

What about audio? (Audio can make or break it)

### Editing Rules:

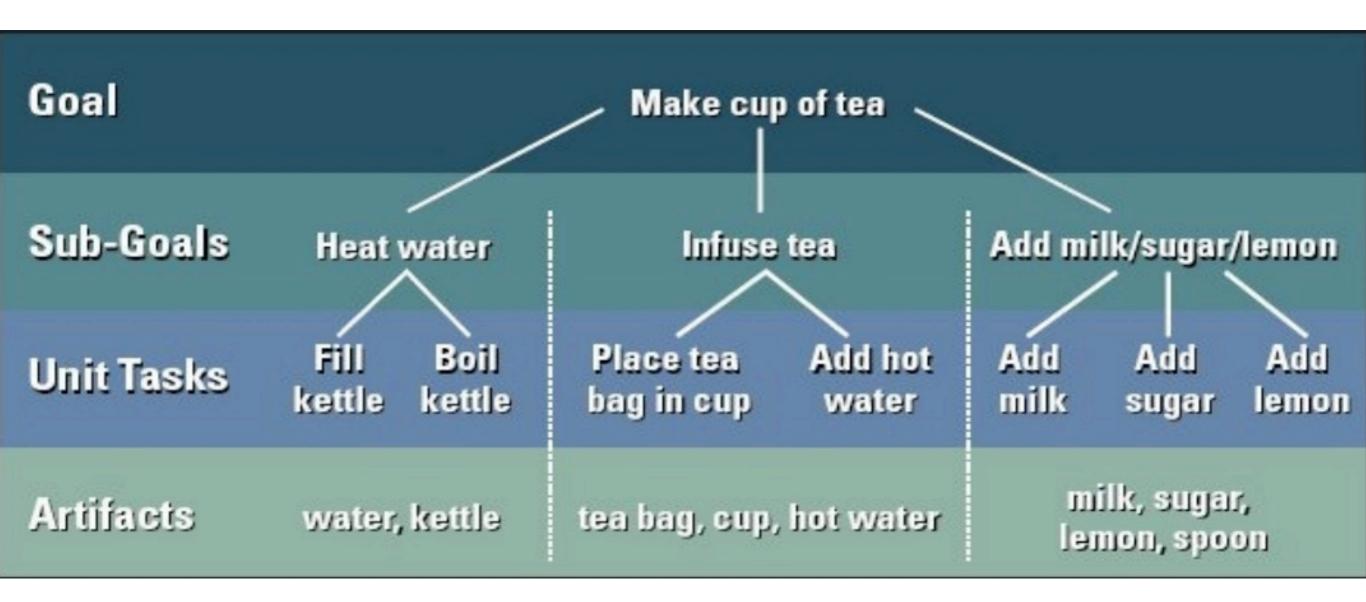
Cut on the beat to match the audio.

Be ruthless about the cut's: judge shots critical to

filter out the unimportant material

Rule of thumb : one minute action can be described in max 10 sec

From the Task Analysis to the Video Shoot:



#### Free Music:

http://www.jamendo.com/en/ or Album "Royalty Free" on iTunes

#### References:

What do Prototypes Prototype? Stephanie Houde and Charles Hill, Apple Computer, Inc.

Cupertino, CA, USA

Erickson, T. (1995). Notes on Design Practice: Stories and Prototypes as Catalysts for Communication. "Envisioning Technology: The Scenario as a Framework for the System Development Life Cycle" (ed. Carroll, J.). Addison-Wesley.

Marion Buchenau and Jane Fulton Suri. Experience Prototype, in the Proceedings of ACM DIS '00, pp. 424–433, 2000.

Michael McCurdy, Christopher Connors, Guy Pyrzak, Bob Kanefsky and Alonso Vera. Breaking the Fidelity Barrier: An Examination of our Current Characterization of Prototypes and an Example of a Mixed-Fidelity Success, in the Proceedings of ACM CHI 2006, pp. 1233–1242, April 22–27, 2006.

Jonas Löwgren, Animated use sketches as design representations, interactions, v.11 n.6, November + December 2004

Raghu Kolli, Using video scenarios to present consumer product interfaces, INTERACT '93 and CHI '93 conference companion on Human factors in computing systems, p.61-62, April 24-29, 1993, Amsterdam, The Netherlands

Chris Crawford on Interactive Storytelling (New Riders Games) by Chris Crawford (Oct 16, 2004), ISBN-10: 0321278909