Übung zur Vorlesung

Mensch-Maschine-Interaktion 1

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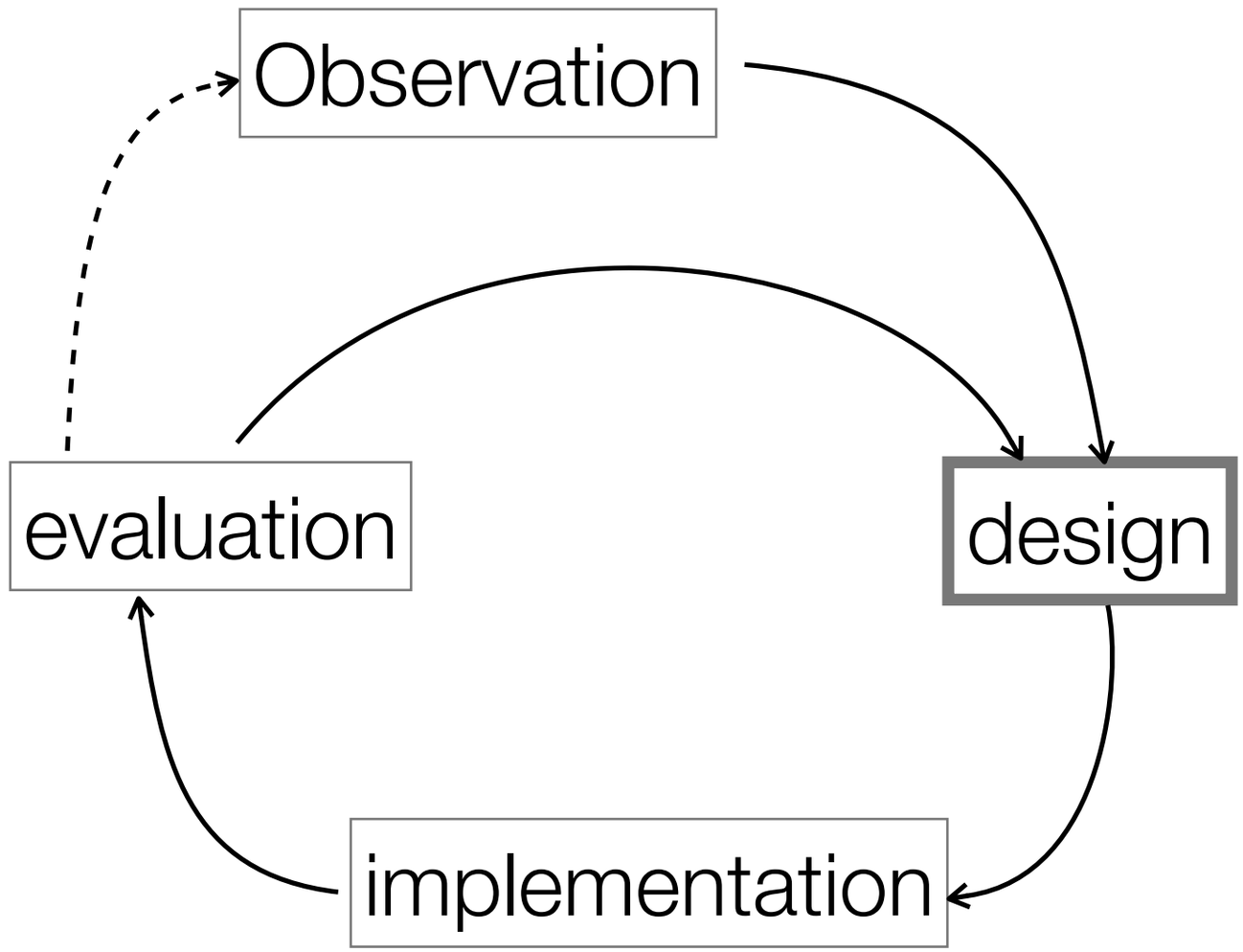
Sommersemester 2012

Design your own project

Iterative design



Prototyping

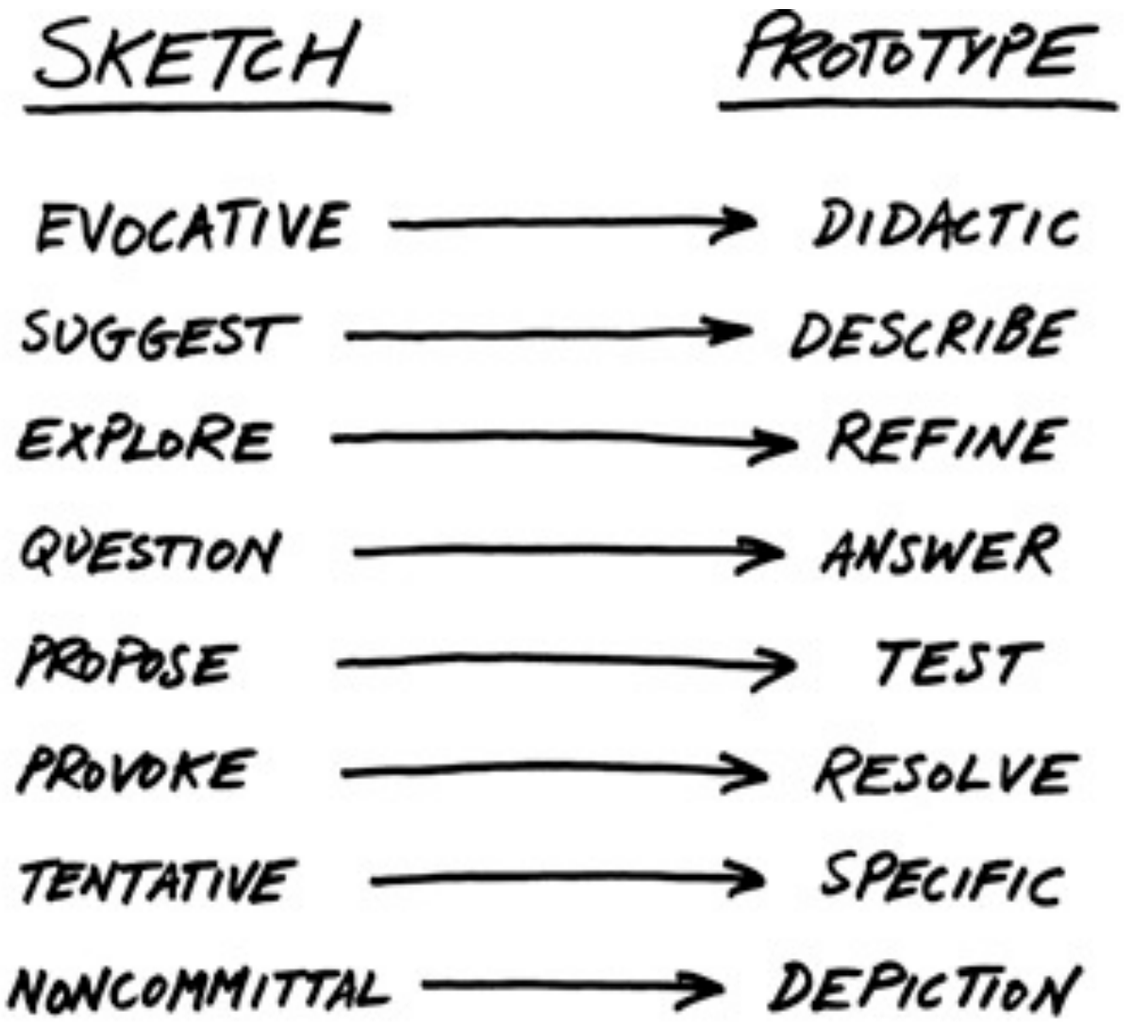
paper prototypes,
video prototypes,
wireframes
power-point

Prototyping

Fail early - fail often!

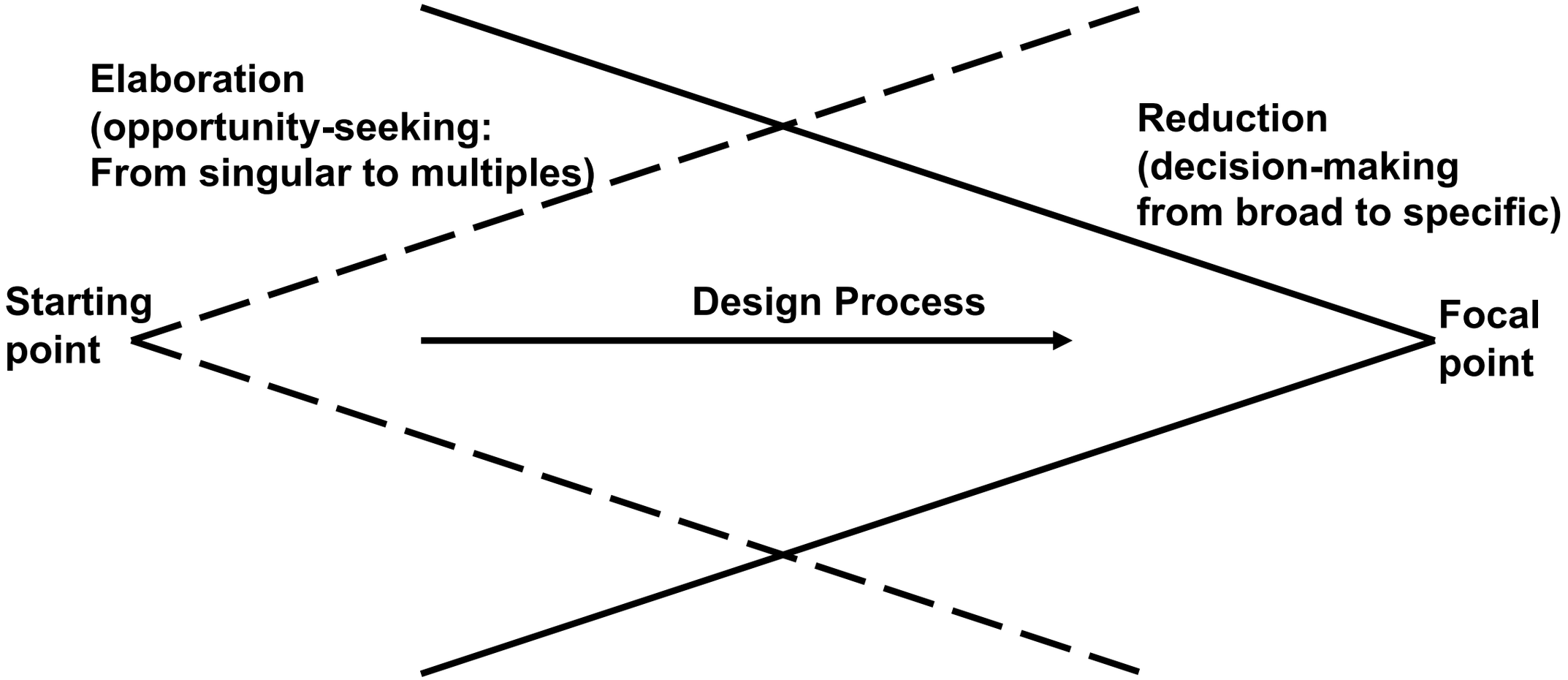
paper prototypes,
video prototypes,
wireframes
power-point

From sketch to prototype



Source: Buxton, Bill. Sketching User Experiences. Morgan Kaufman, 2007.

From sketch to prototype



Source: Buxton, Bill. Sketching User Experiences. Morgan Kaufman, 2007.

Paper

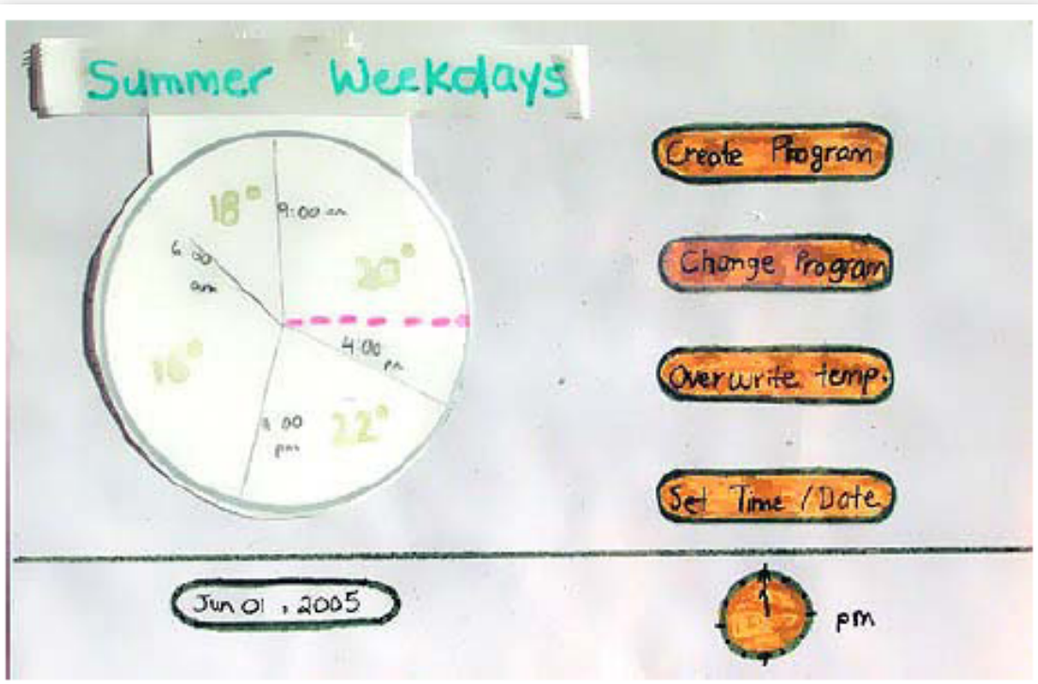


Figure 1. The "Circular" paper prototype

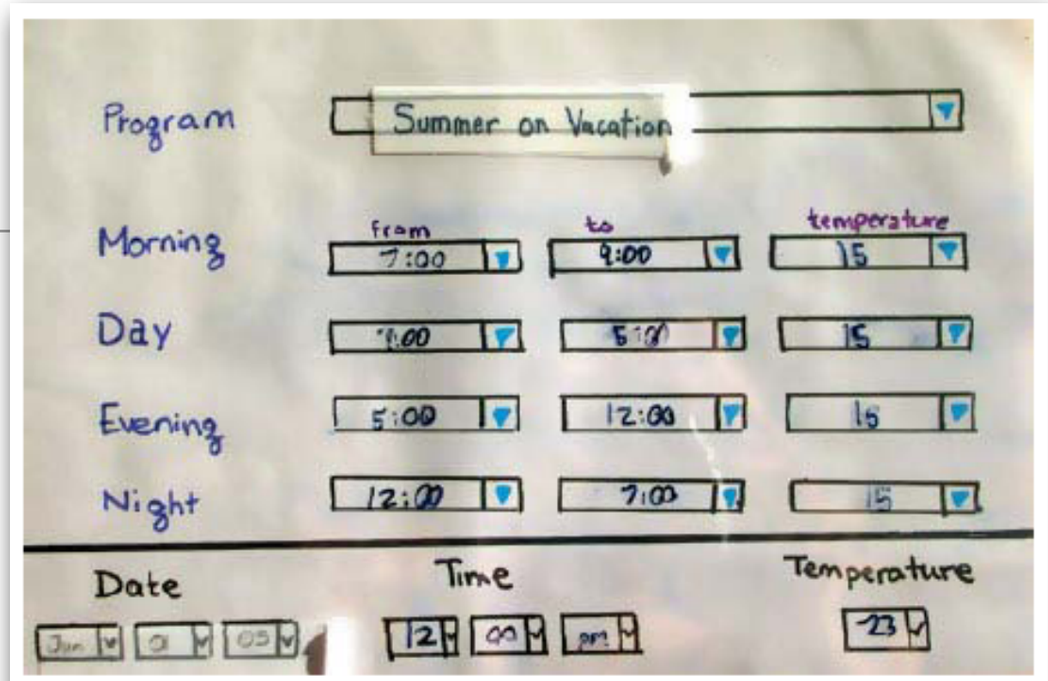


Figure 2. The "Tabular" paper prototype

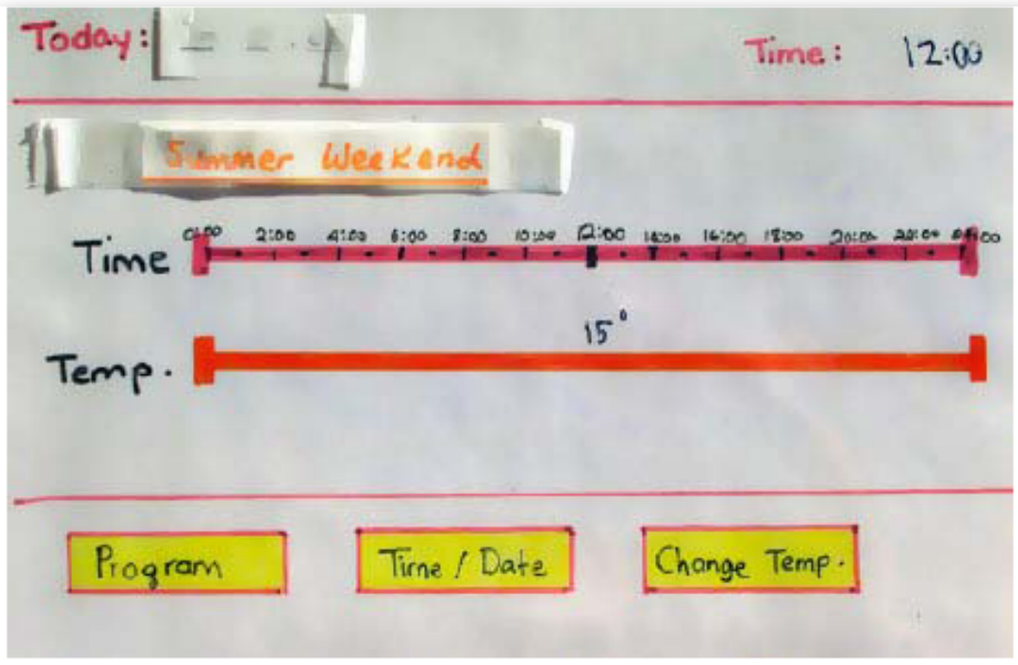


Figure 3. The "Linear" paper prototype

Tohidi, Maryam and Bill Buxton, Ronald Baecker, and Abigail Sellen, CHI 2006. *Getting the Right Design and the Design Right: Testing Many is Better than One.*

How to

.:Paper, Cardboard, Transparencies

.:Tape, Glue, Rubber Cement

.:Pens, Pencils, Markers

.:Scissors

.:Plastic Tubes, Paper Cups, CD “Coasters”

Breakout session

45 minutes to develop a paper prototype.

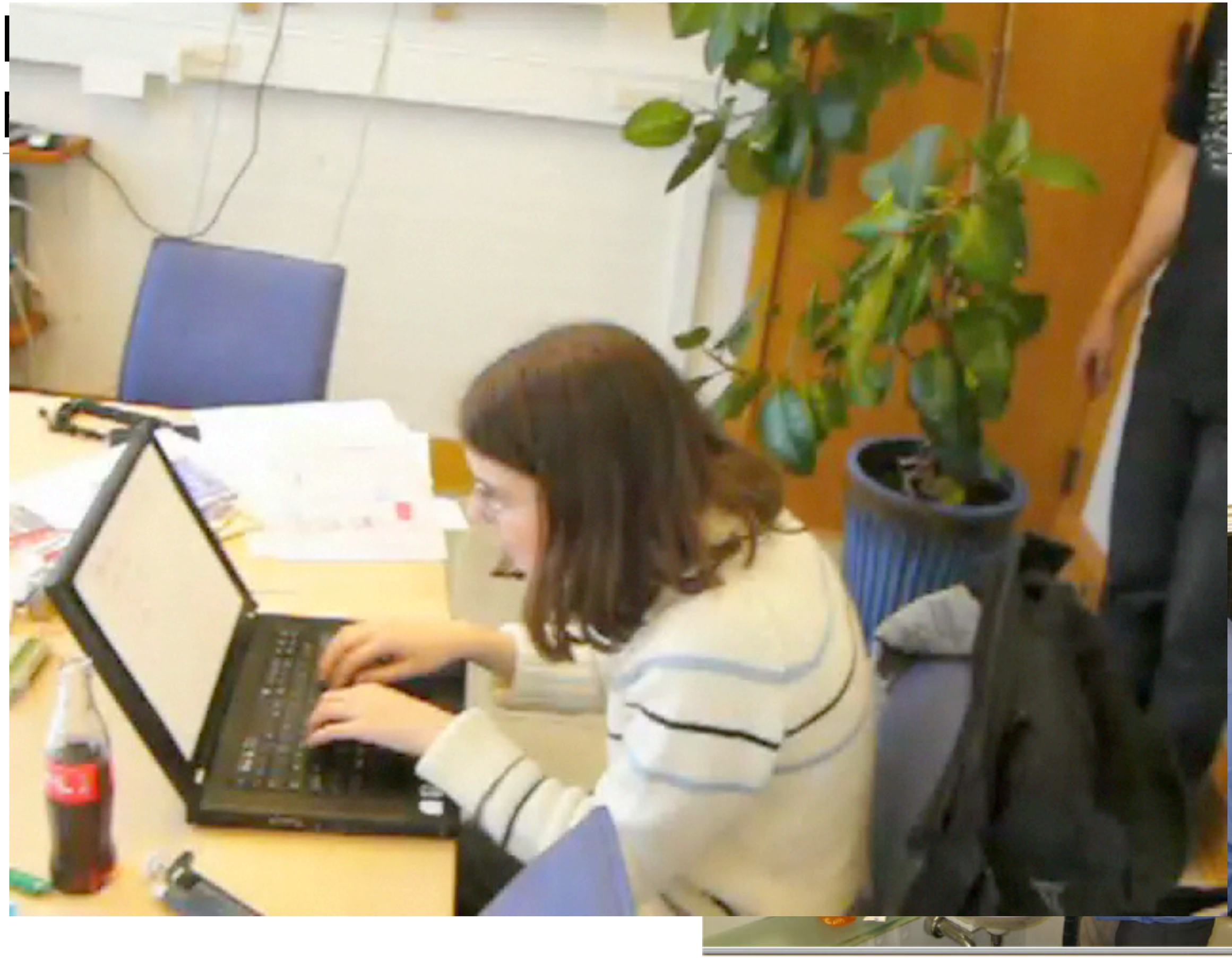
It should represent the different views
that you described in your storyboard.

In two weeks:
Paper + Video

.:Sequential
emphasis on the transitions

.:Enacted
shows people interacting

.:Contextual



In two weeks:

P

Wireframes

1. For Q1 release, music search only
2. Related artists determined by user purchasing data mining
3. Album art to be approved by legal

from www.gliffy.com

Power point, or keynote...

Mock-up

1.

2.

3.

High fidelity

HTML & Javascript
Java JFC/Swing / Visual C++, Visual Basic
Flash, Director
Mac Interface Builder
others... or a mix of the above!!!