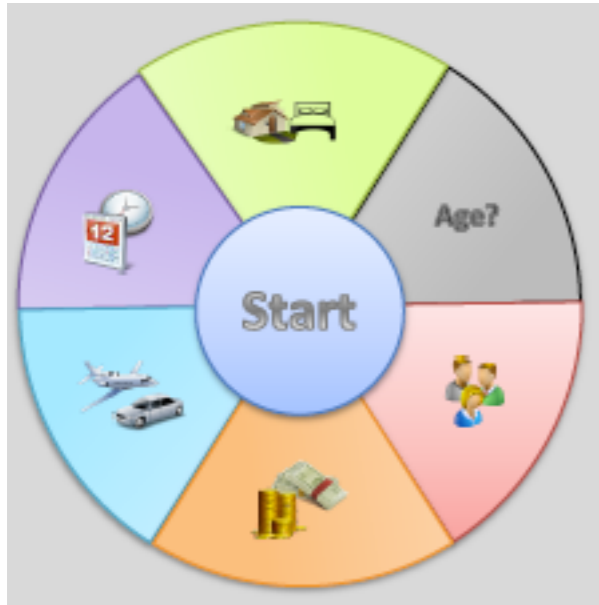


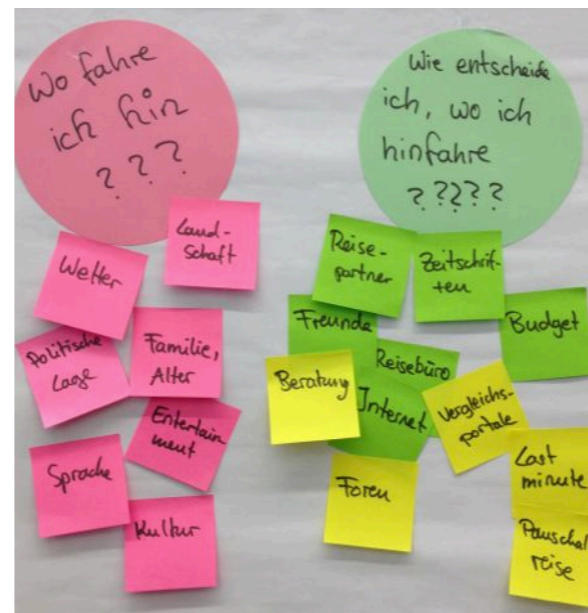
Breakoutsession No. 5

Paper Prototyping



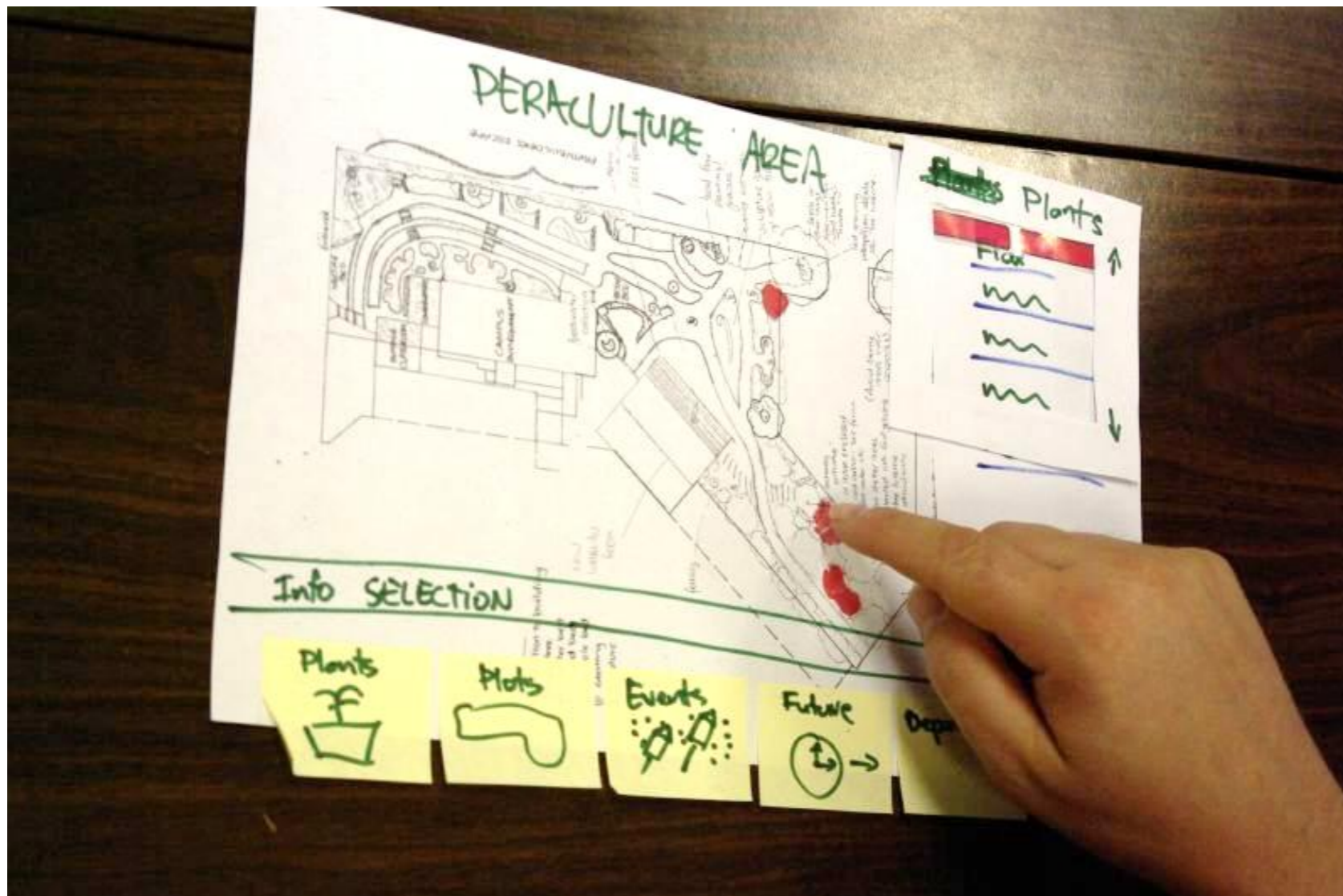
Breakoutsession No. 5

Paper Prototyping



Paper Prototyping

- fast, easy and cheap way to build prototypes for usability testing
- mostly low fidelity, but can have a high resolution
- particularly qualified for GUIs
- first step of Rapid Prototyping



http://commons.wikimedia.org/wiki/File:ELiving_Campus_Paper_Prototype_2.jpg

Paper Prototyping

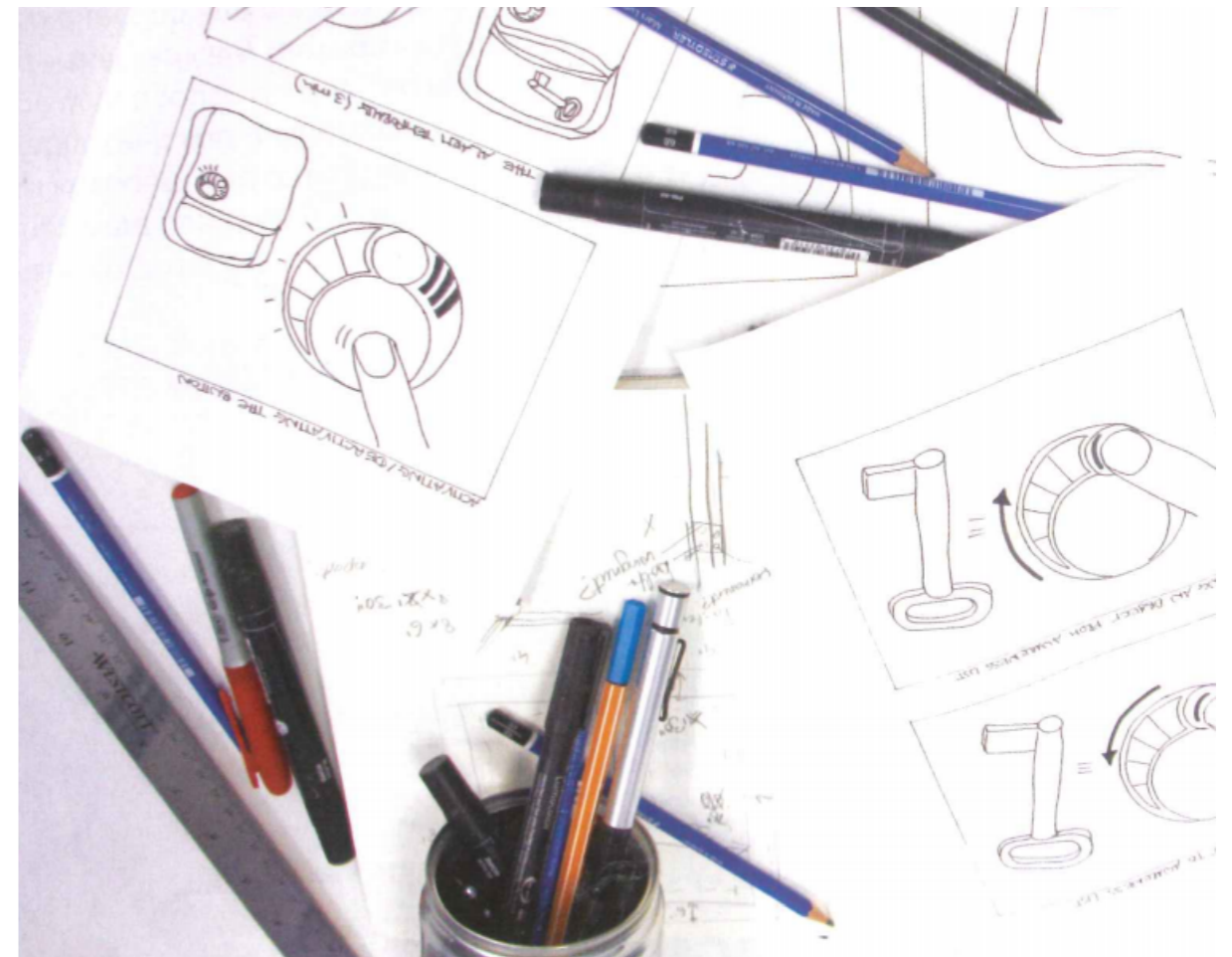
- requirements:

- material:

- » paper
 - » scissors
 - » pencils
 - » glue stick

- skills:

- » almost none!



Greenberg, S., Carpendale, S., Marquardt, N., Buxton, B. (2012)
Sketching User Experiences: The Workbook. Morgan Kaufmann, Elsevier.

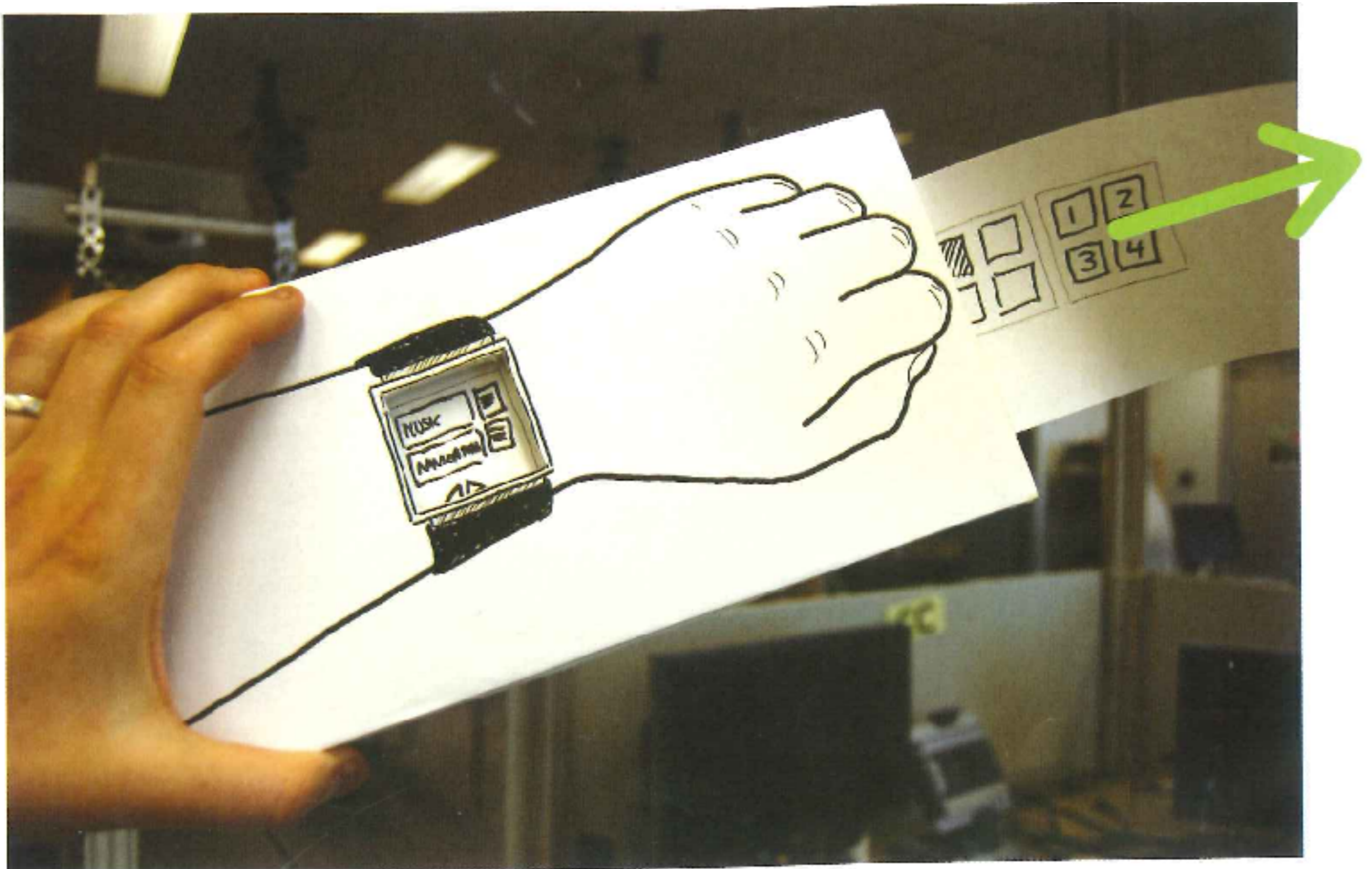
Paper Prototyping



Paper Prototyping

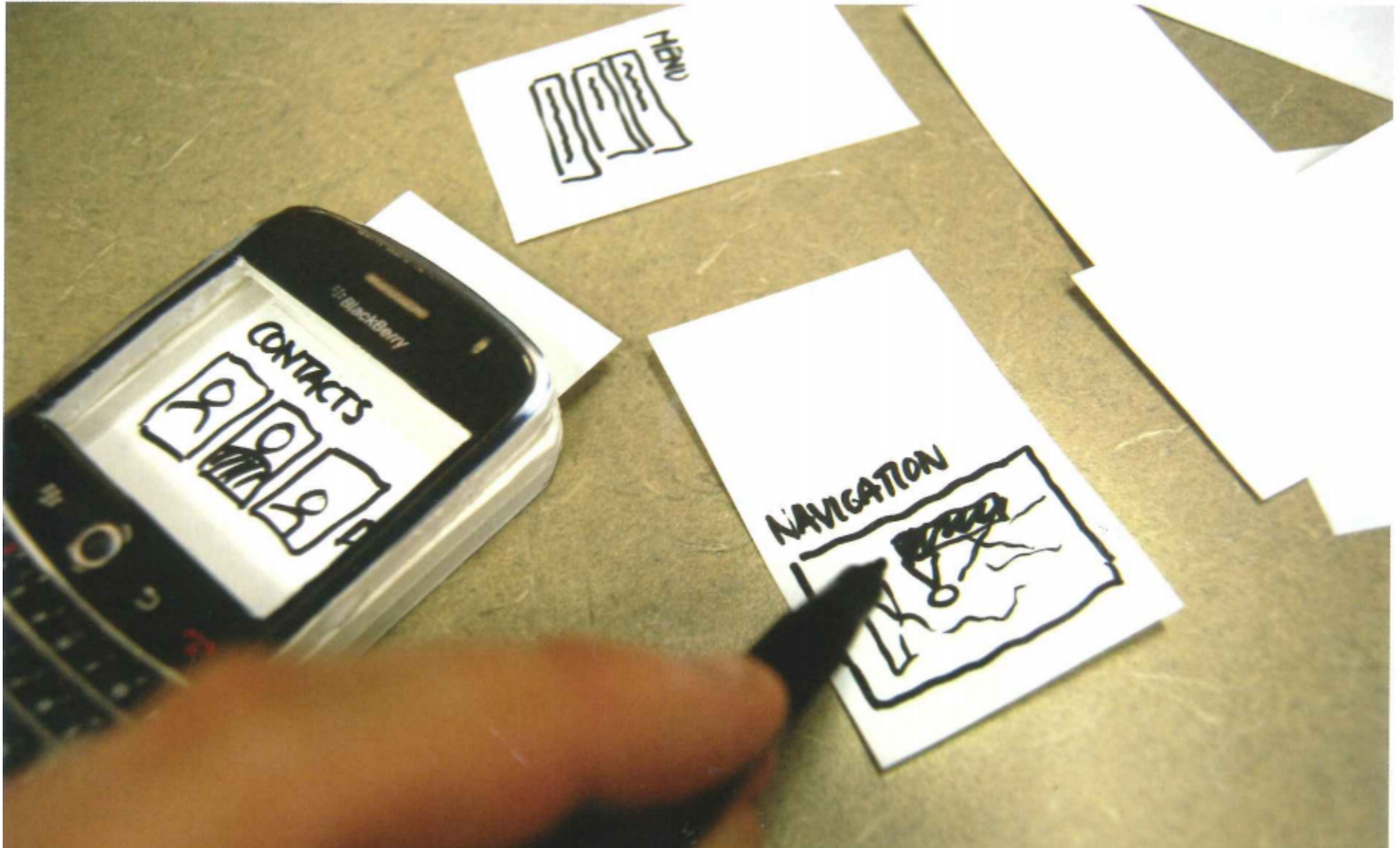


Paper Prototyping



Greenberg, S., Carpendale, S., Marquardt, N., Buxton, B. (2012) Sketching User Experiences: The Workbook. Morgan Kaufmann, Elsevier.

Paper Prototyping



Greenberg, S., Carpendale, S., Marquardt, N., Buxton, B. (2012) Sketching User Experiences: The Workbook. Morgan Kaufmann, Elsevier.

Paper Prototyping

- Task:
 - build a paper prototype of your concept
 - one of your concept's core feature should be included
 - Please finish your prototypes until next week for a small evaluation

