The Human Computer
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- Formalized method of doing Paper Prototype testing
  - One person is the “computer” and moves the paper prototypes around in response to the participant’s actions
  - One person is the “facilitator” who is in charge of making sure the study runs smoothly

- When to use:
  - When you need more formal or in-depth feedback than just showing someone your designs
The following is from a Masters student project on improving the Mailvelope plugin on Chrome.
First we created mock-ups of the various screens for our new design
Here are a couple of the screens we mocked up.
Here is what it looks like for all the screens mocked up, including different versions of the same screen before/after input, and several pop-ups.
The arrows are the transitions between different screens.
Note that not all transitions are mocked up.
The “computer” uses these transitions to know which screen follows from each interaction.
Questions?