



# HCI Week 3: Fast Feedback

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# **Announcements**

1. CW1 Submissions
2. Weekly quiz due dates
3. Releasing quiz answers
4. Figma prototype - set your permissions to enable sharing

# The Human Computer

- Formalised 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 a more formal or in-depth feedback than just showing someone your designs

# The Human Computer



# Activity

1. In your coursework groups, create a paper prototype of your Learn/Open Course redesign
2. Using the tasks you created for CW1, test your paper prototype with another group:
  - a. Assign roles (Computer, Facilitator and Notetaker)
  - b. Swap roles for each task
3. Check-in: Share your experience. What did you find unexpected or difficult? What did you find interesting?
4. In your groups, discuss your findings and write memos.

**Any questions?**



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