HCI
Week 9 Tutorial

Prototyping

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Coursework steps – suggested timeline

- **Weeks 1/2** Team formation
- **Week 2** Ethics & Data protection training
- **Weeks 2/3** Choose topic, technology & research methods
- **Week 4** Obtain ethics & prepare study material
- **Weeks 4/5** Recruit participants
- **Weeks 5/6** Conduct study: collect data
- **Weeks 5/6** Analyse data, derive design recommendations
- **Weeks 6 – 8** **Write up your findings in form of a group report**
- **Week 9** **Submit Report Friday Nov. 20 12pm (midday)**

Timeline may vary slightly across groups!

CW1 to CW2: Moving from Research to Prototyping

CW1:

- Human-centred research: investigate people's experiences, needs and challenges using say, do and make methods
- Data analysis and findings: analyse the data to identify key themes and insights
- How might we questions: translate your findings into opportunities for design by developing HMW questions
- Design suggestions: propose design directions based on your findings

CW2:

- Ideation: generate 5 new design ideas that respond to your CW1 findings and design suggestions (and other evidence)
- Sketching: sketch two of the most promising or interesting ideas
- Prototyping: select one of the two sketched ideas to turn into a prototype

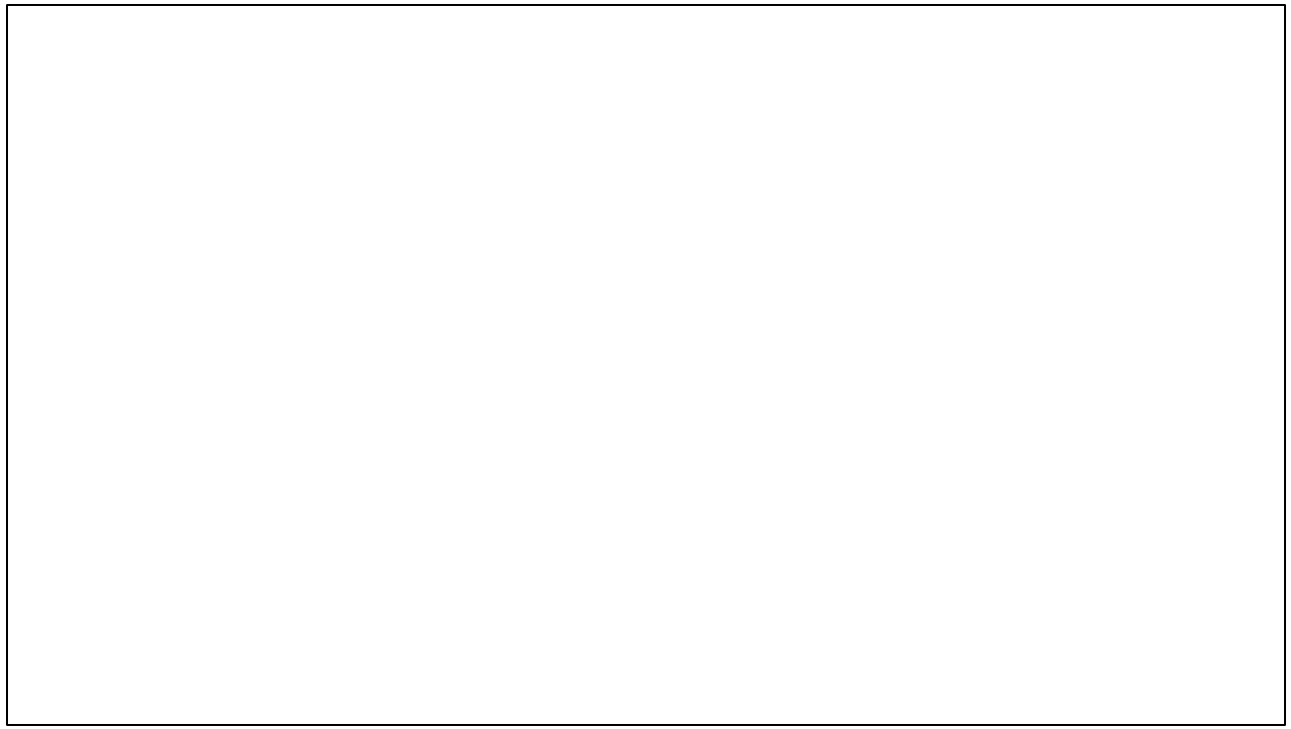
Prototyping Techniques for CW2

For CW2, you will select one of the two sketched ideas to develop into an interactive prototype. You can create a:

- Paper prototype
- Interactive Wireframe
- High-fidelity prototype
- Wizard-of-oz prototype
- Video prototype

Paper Prototype

- Easy to produce and change
- Require a human facilitator (known as the human computer)



Usability test with paper prototype

- https://youtu.be/yafaGNFu8Eg

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

Prototyping Activity

1. Review your group’s design suggestions and pick one to prototype [5 mins]
2. Create an initial paper prototype of your design suggestion [20 mins]
3. Create 2-3 tasks to test a user's interaction with your prototype [5 mins]
4. Test your paper prototype with another student not in your group [5 mins each]

Any questions?