# The Human Factor (THF)

## Week 8: Prototyping

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# Prototyping Techniques for CW2

For CW2, your group will select one of the three 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 3 sketches and select 1 to prototype, remember to consider:
    a.  **Experience**: will it enhance the experience of your participants?
    b.  **Innovation**: is the design idea novel?
    c.  **Insight**: what will you learn from its deployment?
    d.  **Feasibility**: can you build a prototype to test it?

2.  Create an initial paper prototype of your design sketch

3.  Create 2-3 tasks to test a user's interaction with your prototype

4.  Test your paper prototype with another group (assign roles: computer, facilitator, note taker)

# Any questions?