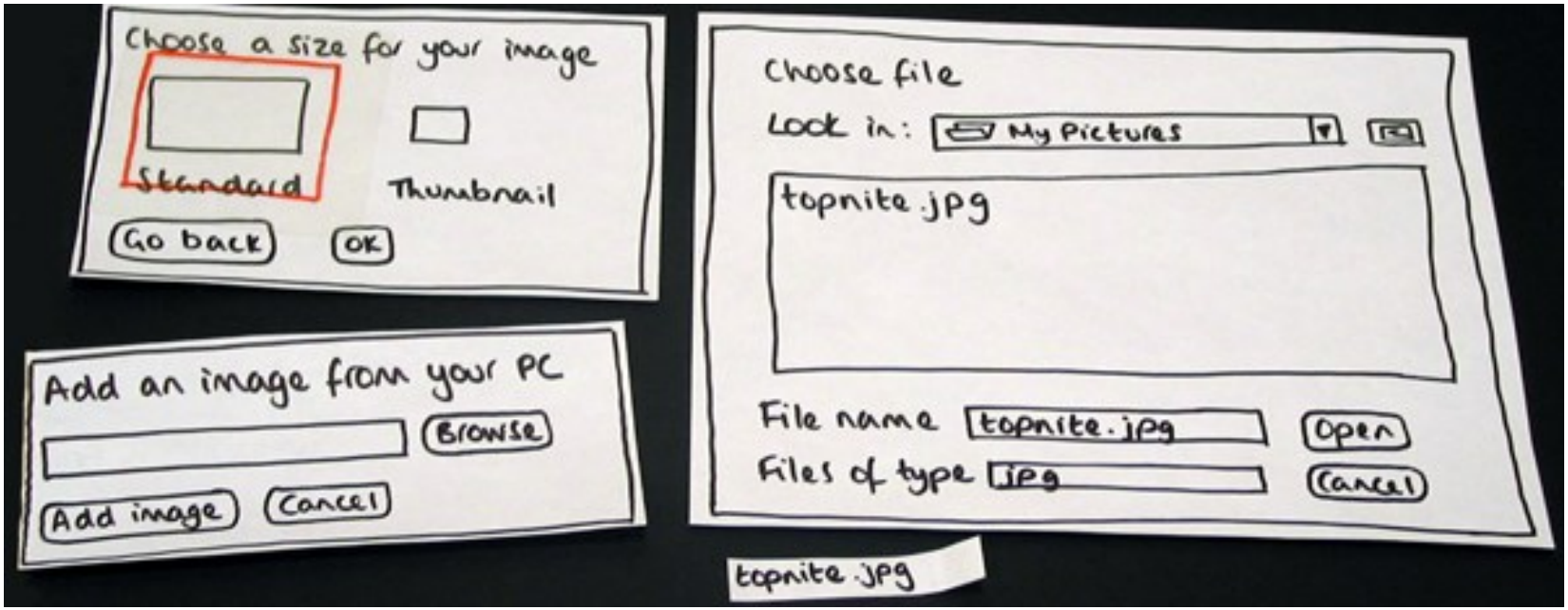
Paper Prototyping
(Lo-Fi Prototype)

Slides adapted from Caitlin Kelleher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Paper prototypes are great for…

- Evaluating mental model, language and functionality choices
  - Does the general flow of things make sense to your user?
  - Do they recognize what they can do and how?
- Getting honest feedback
  - If you show someone a highly polished thing, they often don't want to tell you it stinks.
  - Kindergarten nostalgia?

Paper Prototypes are not so great for…

- Highly dynamic interface elements
  - Animations
  - Gestural interfaces (sometimes).
    - It's worthwhile to try here, but sometimes you'll get the sense that people haven't really absorbed the idea you are trying to communicate.
    - iPhone swipe motion
  - Games (sometimes)
    - Tracy Fullerton: Prototyping via board game to get balance and flow worked out.
    - Wii sports?

Good Paper Prototype

- Accurately captures the tasks that you intend to test.
- Users should be able to click the buttons, interact with the menus, scroll….whatever your interface needs to do.

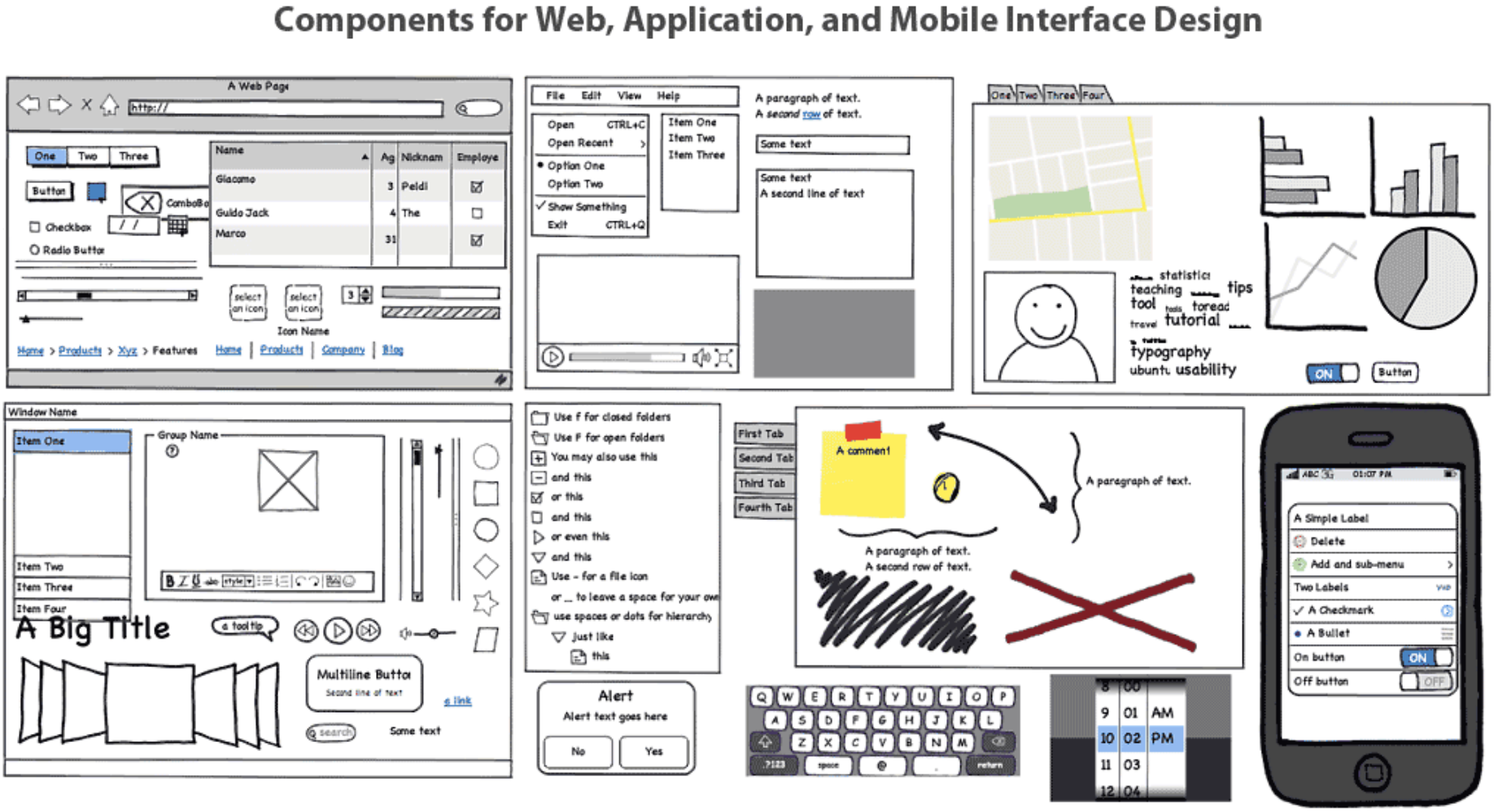
Good Paper Prototype

- Concentrate on supporting the tasks you will be testing, not arbitrary actions
  - if your task will ask people to look up the details for a given event, you need the details for that event, not all events
- But, **everything** the user will naturally see should be **fully** fleshed out.
  - No squiggly lines; use actual text
- Should look like you didn't put a lot of effort into it… even though you probably did.

What about software tools?

- This paper was written in the dark ages. Are there alternatives?
  - Research: DENIM (Lin et al., CHI 2001)
    - http://www.ibiblio.org/openvideo/video/chi/chi01_01_m1.mpg
  - Industry:
    - Sketchflow
      - http://www.youtube.com/watch?v=qcPXwbrWtyw&feature=related
    - Balsamiq
      - http://www.balsamiq.com/
- Paper is pretty flexible and mutable. I'm not sure anyone has made anything more efficient.

Balsamiq


Components for Web, Application, and Mobile Interface Design
A Web Page
http://
One
Two
Three
Button
Checkbox
Radio Button
Name
Ag
Nicknam
Employe
Giacomo
Peldi
Guido Jack
The
Marco
Icon Name
Home > Products > Xyz > Features
Home | Products | Company | Blog
File Edit View Help
Open CTRL+C
Open Recent
Option One
Option Two
Show Something
Exit CTRL+Q
Item One
Item Two
Item Three
A paragraph of text.
A second row of text.
Some text
Some text
A second line of text
One Two Three Four
statistics
teaching
tips
tool
tutorial
typography
ubuntu
usability
ON
Button
Window Name
Item One
Item Two
Item Three
Item Four
Group Name
A Big Title
a tooltip
Multiline Button
Second line of text
a link
search
Some text
Use / for closed folders
Use / for open folders
You may also use this
and this
or this
and this
or even this
and this
Use - for a file icon
or _ to leave a space for your own
use spaces or dots for hierarchy
just like
this
Alert
Alert text goes here
No
Yes
First Tab
Second Tab
Third Tab
Fourth Tab
A comment
A paragraph of text.
A paragraph of text.
A second row of text.
A Simple Label
Delete
Add and sub-menu
Two Labels
A Checkmark
A Bullet
On button
ON
Off button
OFF
9 01 AM
10 02 PM
11 03
12 04

What about software tools?

- Transition to higher fidelity
  - As you lock in things later in the design process, it's nice to be able to give a sense of how it's really going to look. Some tools support that nicely.
- Collaborative Design
  - Paper makes it easy to combine sketches from multiple people. A lot of the current tools are really optimized for a single user.

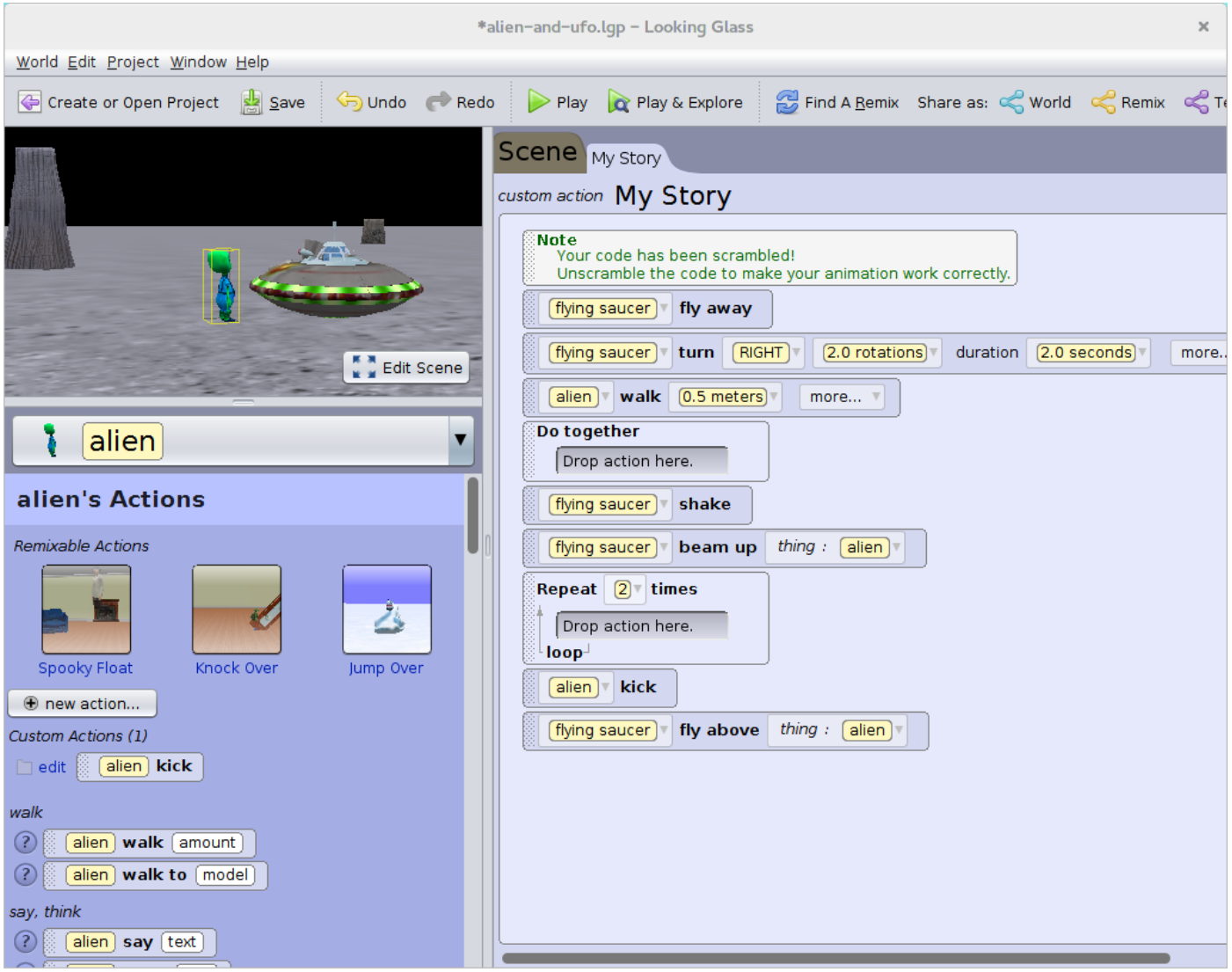
Example

- https://www.youtube.com/watch?v=GrV2SZuRPv0

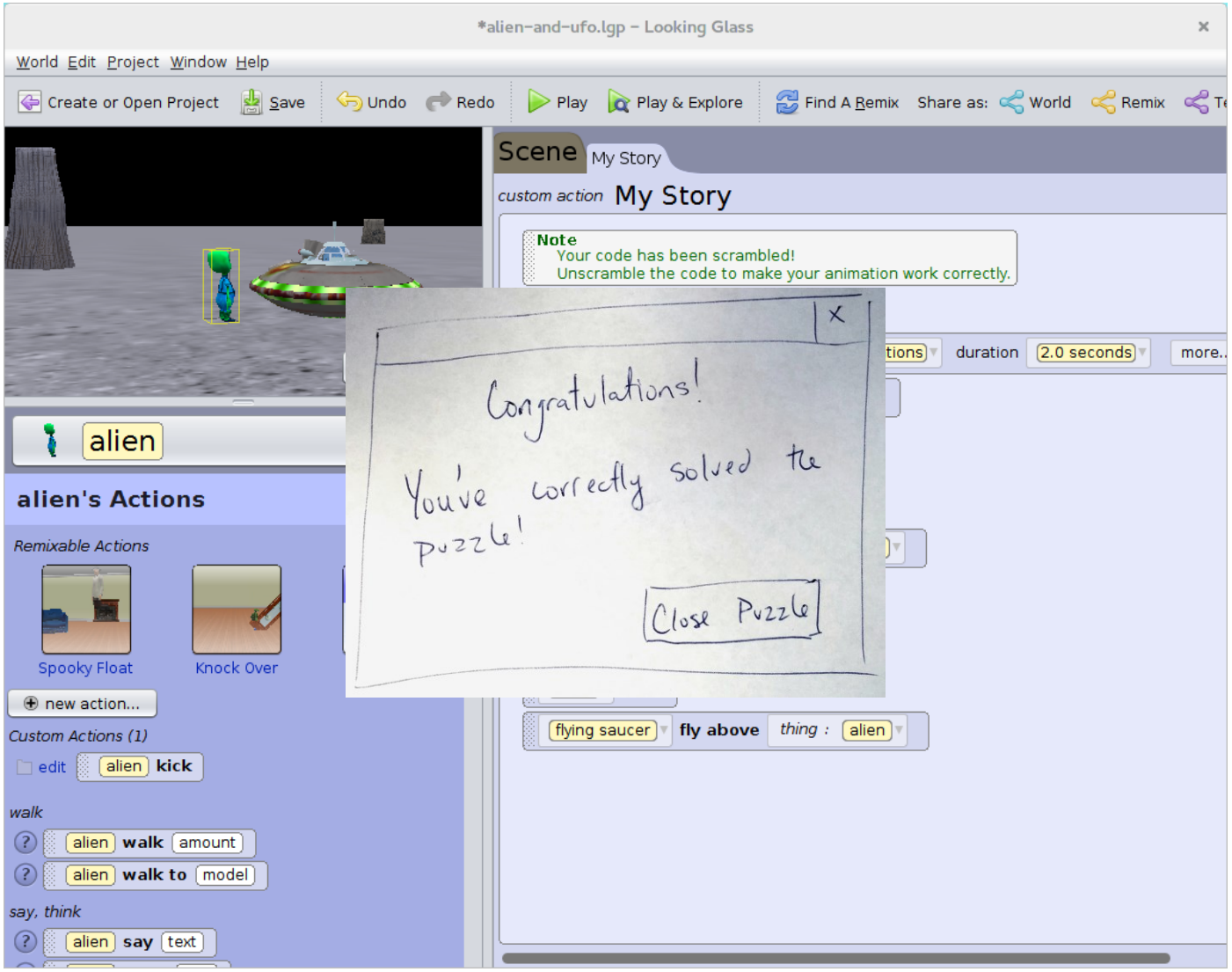
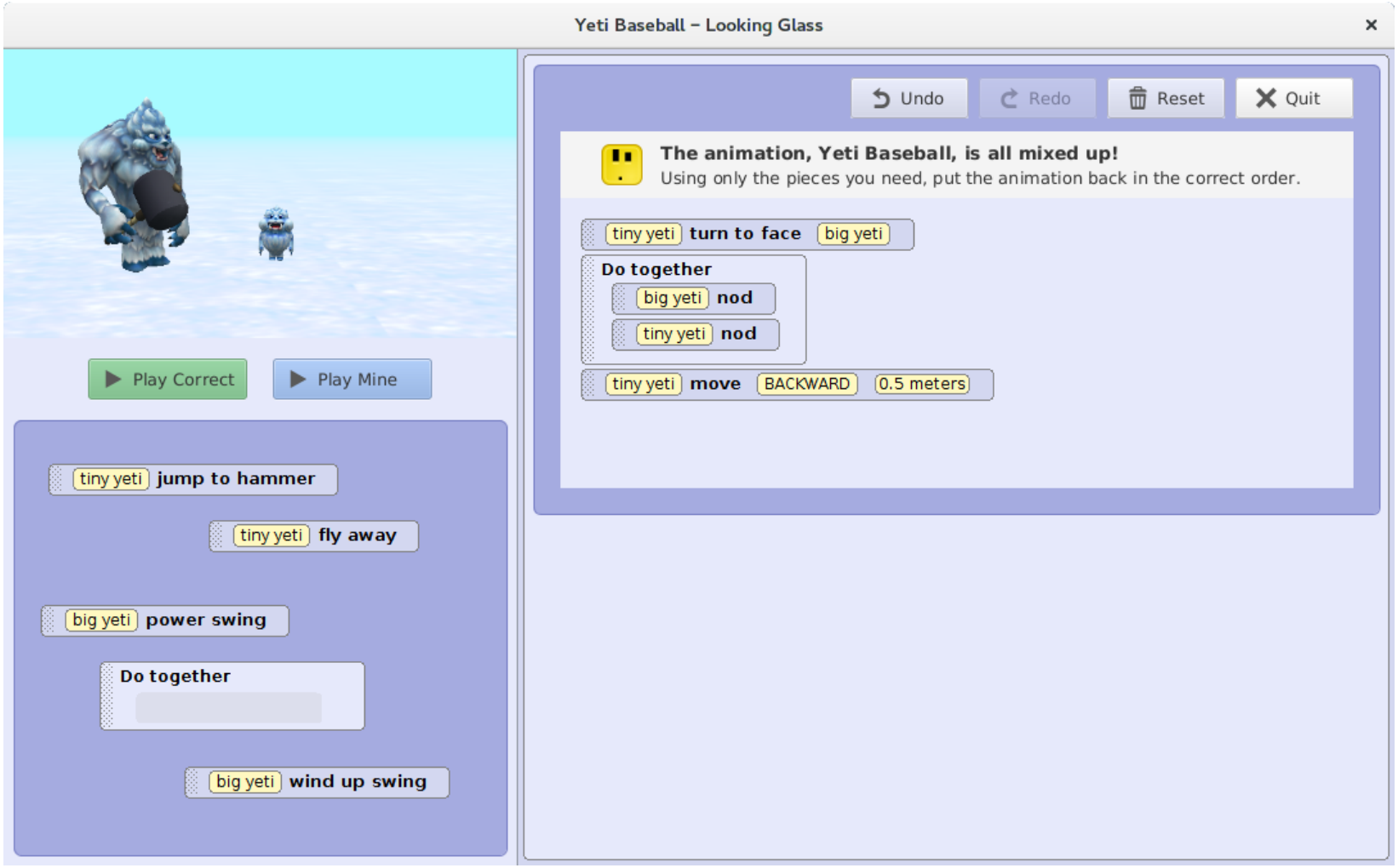
Example: Programming Completion Puzzles

- Paper Prototype…

Lo-Fi Hybrid Prototype



Lo-Fi Hybrid Prototype



Final Design