

DesignWorkshop 2

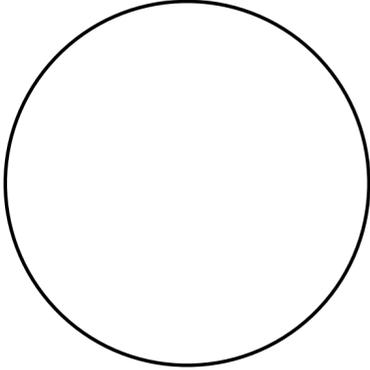
Physical Interfaces for AI Assistants

Marin Zec - Johanna Schlechter - Beat Rossmly - Alexander Wiethoff

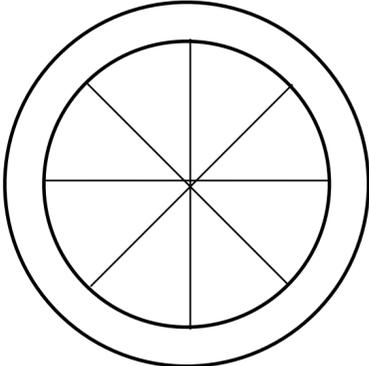
Prototyping Phase: Low Fidelity Prototypes - 03.06.2024



UX Prototyping Fidelity vs. Resolution



low resolution
low fidelity



high resolution
low fidelity



high resolution
high fidelity

resolution = amount of detail
fidelity = closeness to the eventual design (product/service)

Low Fidelity

High Fidelity



Open Discussion

Sharp Opinions

Prompting Required

Self Explanatory

Quick and Dirty

Deliberate and Refined

Early Validation

Concrete Ideas

Low Resolution

High Resolution



Less Details

More Details

Focus on core interactions

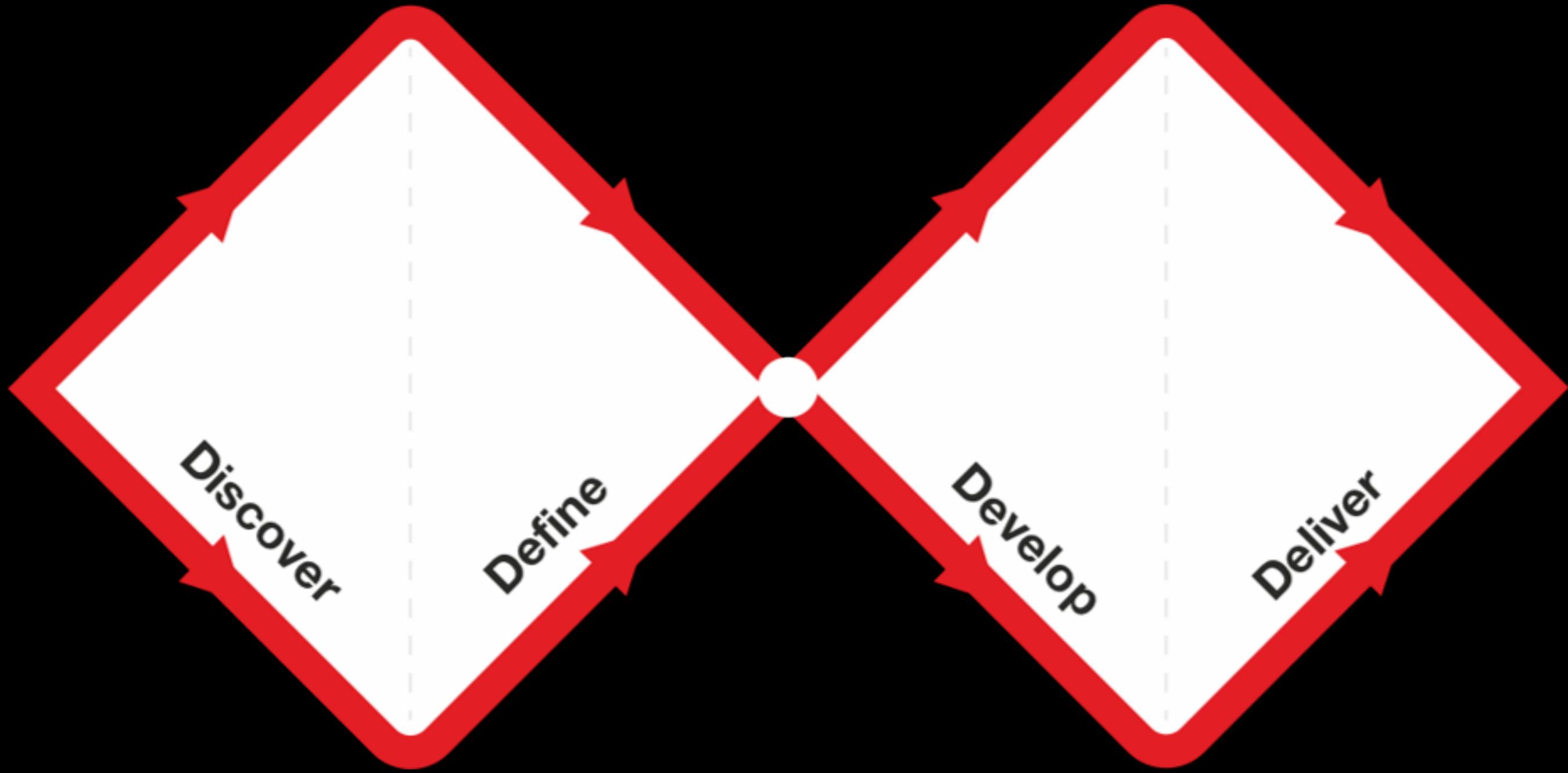
Focus on the whole

Quick and Dirty

Deliberate and Refined

Early Validation

Concrete Ideas



Discover

Define

Develop

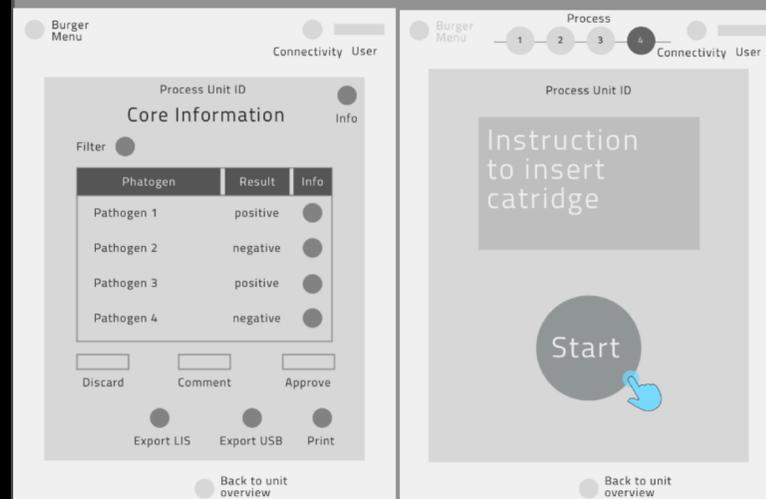
Deliver

Example: Low Fidelity GUI Prototyping

Wireframes

Opportunity

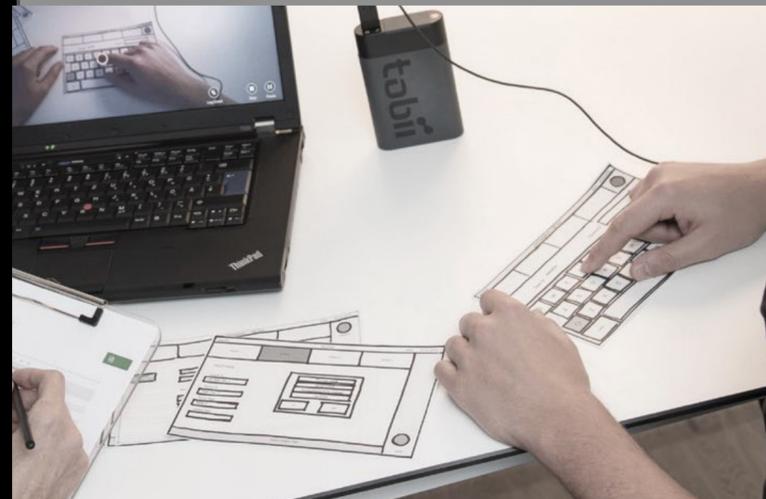
- Understanding and agreeing on use cases
- Working on solutions based on user requirements
- Fast iterations
- Low effort



Paper Prototypes

Opportunity

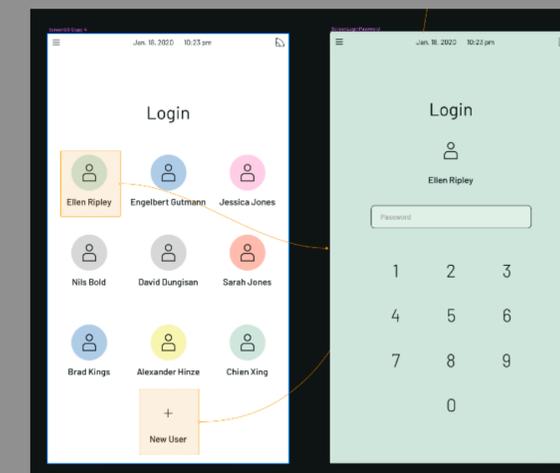
- Evaluating first concepts
- Fast user feedback from the beginning
- Fast iterations
- Low effort



Clickable Prototype

Opportunity

- Evaluating interaction concepts and first design drafts
- Fast iterations
- Medium effort



Draft Timeline

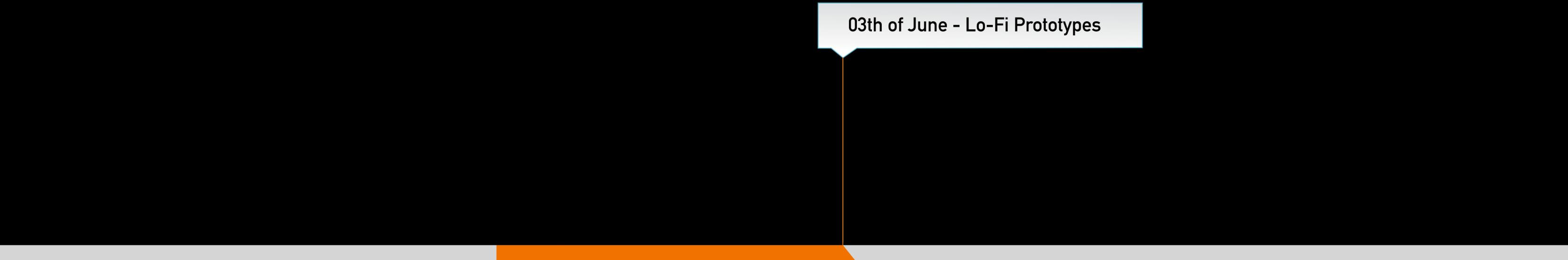
April

May

June

July

03th of June - Lo-Fi Prototypes



On the 03rd of June

Conduct a desk-team presentation (5min max):

- Initial mockup/low-fidelity prototype of the concept
- Use glue, cardboard and some electronics to demonstrate your concept physically
- Show one (partly) interactive function, (can also be faked..)
- Work distribution among the team (Who is doing what ?)
- Get in contact with Johanna to access the lab (if required)
- Get in contact with Beat to discuss prototyping techniques (if required)

All tricks allowed ;-)

References ...

- [1] Yablonski, J. (2020): *Laws of UX: Using Psychology to design better Products & Services*, O'Reilly Media.
- [2] Weinschenk, S. (2020): *100 Things Every Designer Needs to Know About People*, New Riders Publishing.
- [3] Knapp, J. (2016): *Sprint: How to Solve Big Problems and Test New Ideas in Just Five Days*, Simon & Schuster.
- [4] Norman, D.(2013) : *The Design Of Everyday Things: Revised and Expanded Edition*, Basic Books,
- [5] Hartson, R., & Pyla, P. S. (2018). *The UX book: Agile UX design for a quality user experience*. Morgan Kaufmann.
- [6] Unger, R., & Chandler, C. (2023). *A Project Guide to UX Design: For user experience designers in the field or in the making*. New Riders.