Exercise 5

Task 1:
Describe the meaning of Moore's law and its implications for interaction design on a self-chosen example.

Task 2:
Explain the Object-Action Interface as well as the Action-Object Interface and name two areas of (useful) application for each.

Task 3:
Explain the setup of a paper prototyping study. Take into account the different roles and tasks.

Task 4:
Imagine you have to design a new, revolutionary product and you have to test it using a prototype. Describe your prototype in a low-fidelity and high-fidelity version and explain when you would use which kind of prototype.

Task 5:
Compare paper prototyping, video prototyping and sketching in hardware. Take into account cost, complexity, goal etc. When would you use which technique?

Task 6:
Look for an interesting prototype video on the internet and explain if it is a low or high fidelity prototype. A selection of all submitted videos will be presented within the next lab session.
Only include the link to the video in your submission not the video itself.

Submission
Submit your solution as PDF or TXT to UniWorx (http://www.pst.ifi.lmu.de/uniworx).
Deadline: 27.06.2011 10:00am