

Exercise 6 – Mensch-Maschine-Interaktion 1

Mockup Prototyping

(Group homework: You are free to choose your group of 4-5 people yourself)

Scheduling interface for a delivery service

For detailed feature description see exercise 5.

1. Mockup Prototype

User tests with your paper prototype revealed major flaws in menu structure, arrangement of interface elements, etc. Now you want to take your prototype to the next level and design the interface in a polished version (how it will actually look like on screen, e.g. colors, layout etc.). Therefore you glue together screenshots and interface elements of existing applications (e.g. with Photoshop or a GUI Builder of your choice) to fake an implemented interface. Since you cannot exchange interface elements as flexible as with the paper prototype, you have to design at least 3 mockups to capture one scenario.

2. Testing

Test the mockup prototype with 2 – 5 users. Apply the think aloud protocol¹. One of the team members should take notes of what the users say (alternatively use audio or video recording).

3. Analysis

Analyze the data you gathered during the mockup prototyping and improve your prototype. Prepare a document describing your mockup prototype (with photos), the study and the lessons learned. What were the top 3 improvements to your prototype?

4. Comparison

Compare user reactions and findings from the paper prototyping session to the mockup prototype. What are main differences and pros and cons of each approach?

Submission:

- Submit the solution using Uniworx. Include names of team members. Your file has to be a PDF and has to be named in the following scheme: exercise6-<cip-Kennung>.pdf. Each group should submit only one solution.
- **Deadline:** 27.06.2011, 12:00 (noon).

¹ For more info on the think aloud protocol, check the following link:
http://grouplab.cpsc.ucalgary.ca/saul/hci_topics/tcsd-book/chap-1_v-1.html