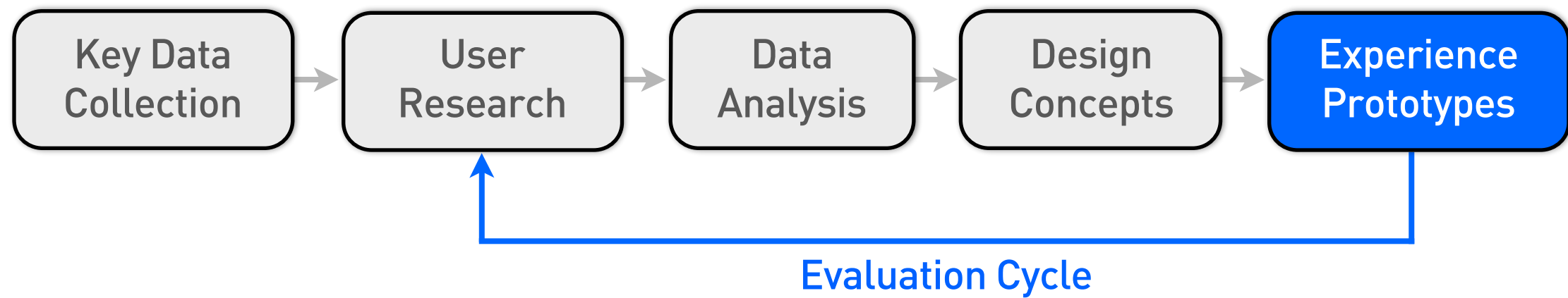
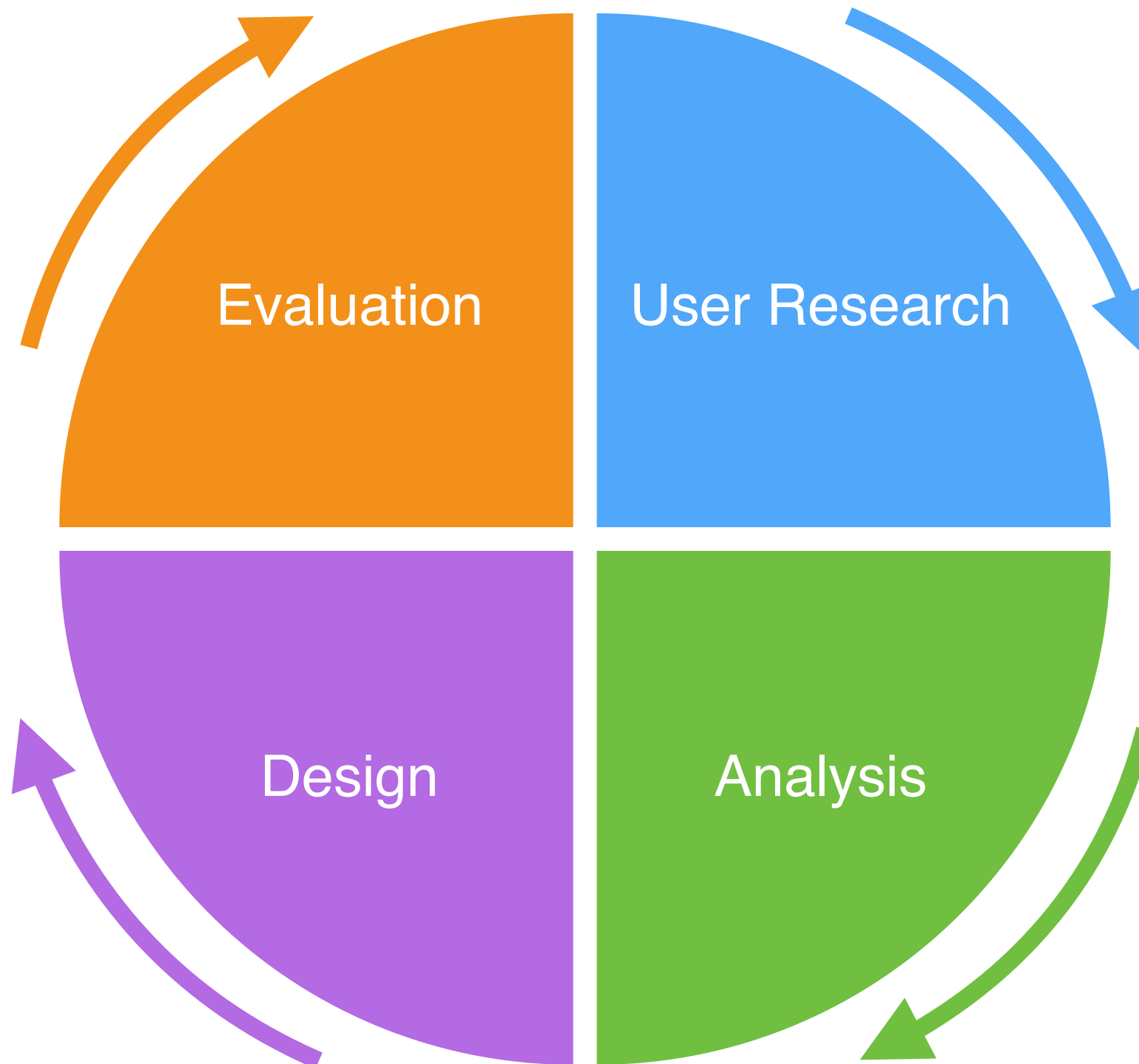


Looking back...

Research and Analysis



Design Process



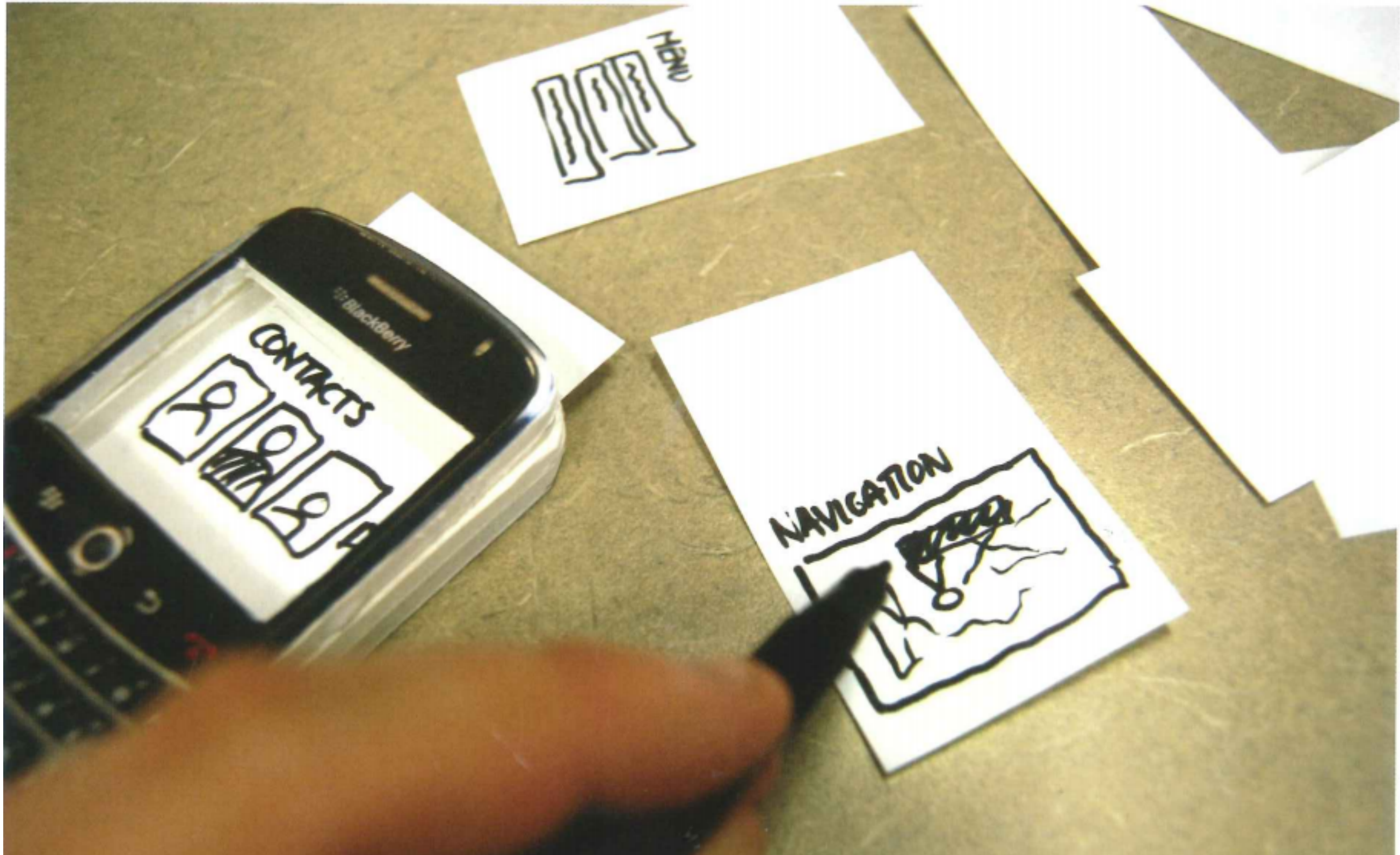
Design Process



Step 4: Evaluation

Which method seems
suitable? Pros and Cons?

Paper Prototyping



Greenberg, S., Cappendale, S., Marquardt, N., Buxton, B. (2012) Sketching User Experiences: The Workbook. Morgan Kaufmann, Elsevier.

Prototype study

1. Preparation:

- Define 1 or 2 tasks
- Check if it is possible to perform the task with your prototype
- Define roles: **Wizard of Oz, instructor, note taker**
- Recruit a user (from your neighbour's team)

Prototype study

2. Intro (**instructor**):

- ❑ Tell a story of the scenario of use, introduce the task
- ❑ Tell the user to think aloud Define roles: **Wizard of Oz, instructor, note taker**

Prototype study

3. Run the study (**all**):

- Wizard of Oz** manipulates interface
- Instructor** encourages to think aloud
- Note taker** takes notes
 - How does the user try to achieve the goal?
 - Does he notice that the correct action is available? Why not?
 - Does he understand what happens?

Homework

4. Presentation - 5 Minutes

- Concept
 - First prototype
 - Findings of first prototype
 - Improved prototype
- send it via email to **hanna schneider@ifi.lmu.de** – file format: **PDF**
 - deadline: Tuesday, 16.06.2015 – 1 p.m.
 - date of presentation: Wednesday, 17.06.2015

Klausuranmeldung

Anmeldung: bis zum **15.07.2015** über Uniworx

Date: Wednesday, 22.07.2015

Time: 10:00 c.t. (90 min)

Location: A 240 (Geschwister-Scholl-Platz 1)