# Paper Prototyping!

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Paper Prototyping
What is it?

- Perform user testing with a paper mock up of your interface
  - One person "plays computer" updating the interface whenever the user interacts with it

Example: leave submission system
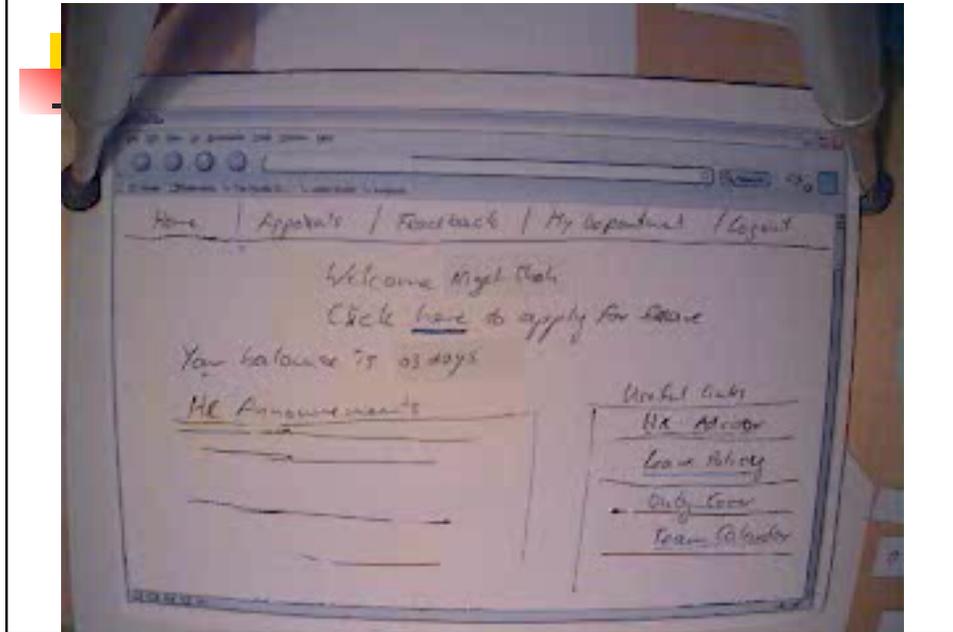
Why?
Snyder, "Paper Prototyping"

- Substantive user feedback early in development process
- Promotes rapid iterative development
- Facilitates communication within dev team and between dev team and customers
- Does not require any technical skills, so a multidisciplinary team can work together
- Encourages creativity in the product development process
- Less intimidating than a computer
- No nitpicky feedback

Why?

- Prevent inertia that can be caused by building "heavy" prototypes
- Try out goofy ideas without having to worry about how many hours it will take to implement

Paper Prototyping
How

- Parts list
  - White poster board
  - Blank 5x8, 4x6 index cards
  - Removable tape
    - For text fields (users write on it)
    - For 'grayed out' (disabled) widgets
    - To stick widgets on the background
  - Markers, pens & highlither
  - Scissors
- Optional
  - Transparency & markers
  - Restickable glue
  - Correction fluid/tape (for on-the-fly changes)
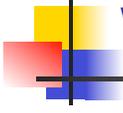
Widget-by-widget suggestions

- Radio buttons & check boxes
  - Removable tape for selection
- Tabbed dialog box
  - One index card/tab
- Text field
  - User writes on removable tape
- Drop-down list
  - List on card/paper
  - When item selected, computer writes on tape
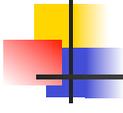
Building the Prototype

- Hand sketched, monochrome
- Enlarged UI (e.g. 11x17) easier to work with and will allow almost all testing
- Can use "greeking" for large blocks of irrelevant text
- Can use photos or printouts where especially important (e.g., photo of product on a shopping page)

Next

- Live demo of a paper prototype
- Research papers on paper prototyping
- Next time: how to conduct user testing with paper prototypes

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Feedback Survey

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Demo!   Pet-O-Matic

P5a – Paper Prototyping

- Before the next class, prepare your prototype and test cases, and practice "playing computer".

- Write your 3 test tasks on separate index cards.

- We will practice with all teams in class.

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