Poper Prototyping

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Introduction







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Paper Prototyping is a low fidelity method, widely used in the field of Human Computer Interaction. It helps product designers tovisualize and test their ideas at the early stage of the design process.

Use it at early stages of the design process to explore idea variety quickly.

Use it to:

- · Communicate ideas
- Test the interface's usability

Instructions Preparation

- Set your goals. What will your prototype achieve? Get the right tools. Use familiar tools. Test the prototype with real users. How does it feel for them?
- Iterate, Iterate, Iterate! Repeat the process with reworked prototypes.

Instructions **Materials**

- Paper & Pencil Cardboard • ٠ Paper correction fludid Sketch Book • • and tape Markers • Scissors • Sticky Notes •
- User Interface Stencil •

Poster

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- Exacto-Knives Tape
- Glue

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Transparency Sheets

Instructions Examples

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Strengths:

Cost effective with low commitment. Automatic documentation and less learning curve.

Weaknesses:

Limited creativity. Might be difficult for users to understand the prototype. Additional step in prototyping.

Links

Paper prototype fidelity. (2017). Retrieved 22 June 2020, from https://medium.com/ @ergomania_UX/paper-prototype-fidelityf021d7044bad

Walker, M., Takayama, L., & Landay, J. (2002). High-Fidelity or Low-Fidelity, Paper or Computer? Choosing Attributes when Testing Web Prototypes. Proceedings Of The Human Factors And Ergonomics Society Annual Meeting, 46(5), 661-665. doi: 10.1177/154193120204600513

5 Stages in the Design Thinking Process: https:// www.interaction-design.org/literature/article/5stages-in-the-design-thinking-process

The Magic of Paper Prototyping: https:// uxplanet.org/the-magic-of-paperprototyping-51693eac6bc3

Contact

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