



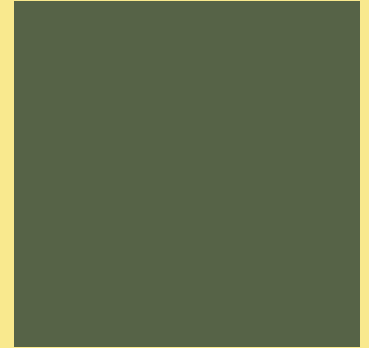
EECS 3461

Paper Prototyping and Storyboarding

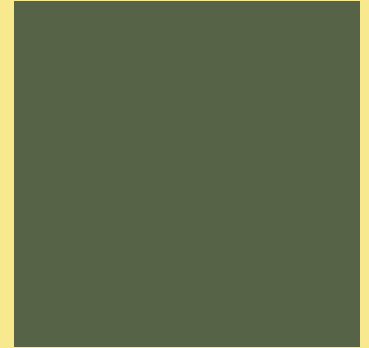
Based on slides by M & A Davoudpour (Ryerson U.)

Paper Prototyping

- Why create paper prototypes?
 - To find usability problems early
 - They help you gather usability data as early as possible
 - They're easy, simple, fast, and cheap to create (a low-fidelity prototype)
 - They can usually be created faster than software equivalents (including HTML)

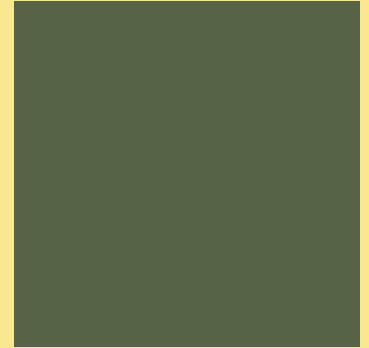


Paper Prototyping



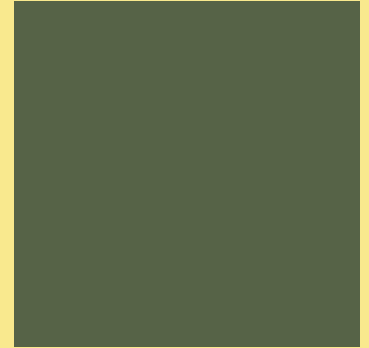
- Why create paper prototypes (con't)?
 - They're a great way of visualizing a design that's in your head
 - They help you describe that design to others
 - They let you visualize different possible designs
 - Sample users are willing to suspend their disbelief
 - Users know it's not the final version, so they don't feel bad being critical about it

Paper Prototyping



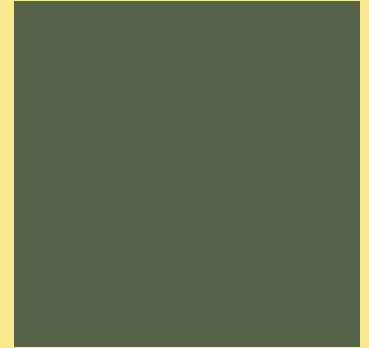
- Why create paper prototypes (con't)?
 - Allows technical and non-technical people to collaborate on the interface design (development, marketing, support, documentation, training)
 - More than one person can work on the paper design at once
 - Can mix screenshots of an existing system with paper prototypes to test changes to the system

Paper Prototyping



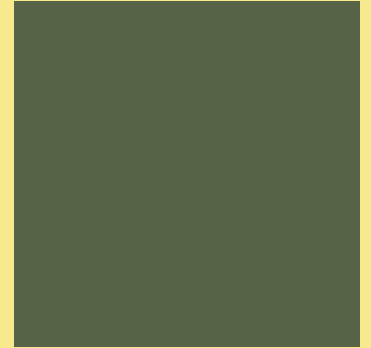
- Why don't people use them paper prototypes more often?
 - Too simple, too fast, too obvious?
 - Too "low-tech"?
 - People don't think they'll get much out of a method that's so cheap
 - It feels like you're cheating!

Paper Prototyping



- How to use paper prototypes
 - Create the design(s) on paper
 - Test different designs with different users, with you pretending to be the computer
 - The user uses a pen as a mouse and writes into textboxes
 - You emulate “drop down” menus, select tabs, display different windows, display data in labels, etc.
 - The “computer” isn’t allowed to give hints to the user
 - Evolve the designs based on user feedback, sometimes immediately

Paper Prototyping



- What's in a paper prototyping "kit"?
 - Paper 😊, transparency film, markers, scissors, glue, sticky notes
 - Printouts of buttons, textboxes, dropdown menus, tabbed sheets, dialog box outlines, etc.

Paper Prototyping

- When shouldn't you use paper prototyping?
 - When evaluation of detailed screen elements is required
 - When you're in a late stage of the design cycle

