



HUMAN COMPUTER INTERACTION –CS351D

Project-Assignment# 3 : Paper Prototype

Computer Science Department

Spring 2017

Lab Objectives:

Motivate the field of HCI

Learn Basics of interface design

SO "CS- c" [/ 0.75 Marks]

Lab Exercise #:

The objective of this Exercise is for you to build a paper prototype based on your system and the interface design principles and guidelines presented in lecture. The purpose of paper prototyping is to evaluate the idea behind the user interface.

By completing this assignment, you will gain experience applying design principles and guidelines. You will also gain experience in explaining your design based on principles.

Exercise Steps

1. Pick at least three (3) tasks or scenarios: one easy task, one of medium difficulty, and one hard task. The three tasks you choose should represent the core functionality that your interface will have.
2. Build one or two (2) different paper prototypes of interfaces that will enable the user to perform the three (3) you have picked. Do not try to make one better than the other. Try to make them both strong interfaces. Design toward meeting the usability goals that you stated in your project proposal.

The one or two prototypes you build should be fundamentally different from each other. The differences can be in their metaphors, interaction styles, or platforms.

Deliverables

There are two deliverables for this assignment:

1. A list of three tasks or scenarios that you picked in step (1).
2. One or two paper prototypes according to the three tasks

List of Tasks

Write down the three tasks that the interfaces you are building support.

Paper Prototype

Hand in drawings or paper constructions of the interface. Show the interface elements that would appear on the screen. Also show how a user will move from one screen to the next.