

HCI: HUMAN COMPUTER

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First, the news...

- <https://www.youtube.com/embed/videoseries?list=PLC0A3CAC7B3A0E288>

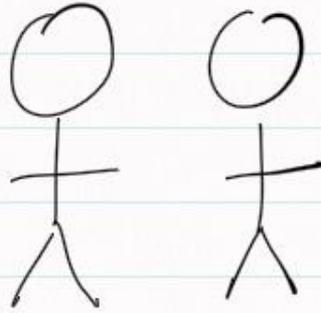
Tutorial 2: Human Computer

- Next week we will be practicing paper prototype testing
- You may bring **paper** versions of your coursework to test

Paper prototyping

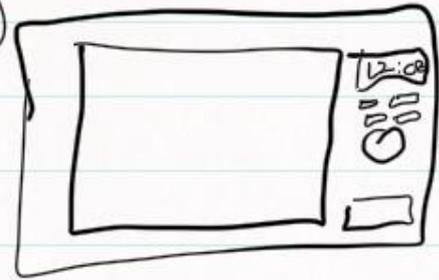
We already discussed storyboards and how they can be used to get feedback about how a design might be used

①



Bob & Charlie
are roommates

②



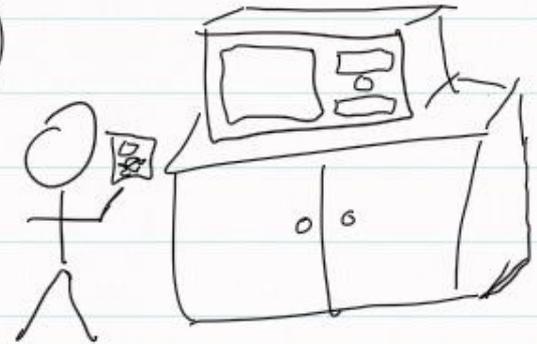
Who both use
their microwave to
cook Dinner

③



Bob downloads
the microwave app

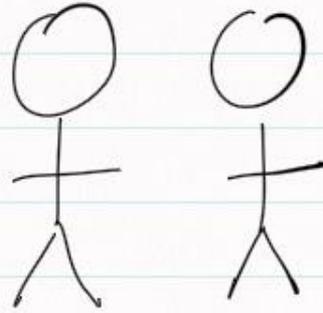
④



Bob tries all the
buttons on the
new app

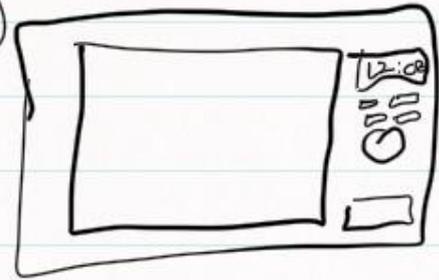
With storyboards we ask: does this interaction make sense?

①



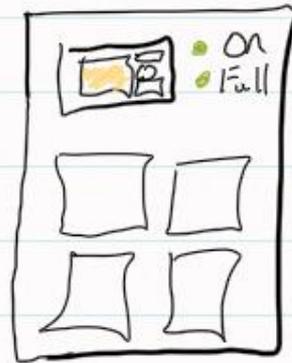
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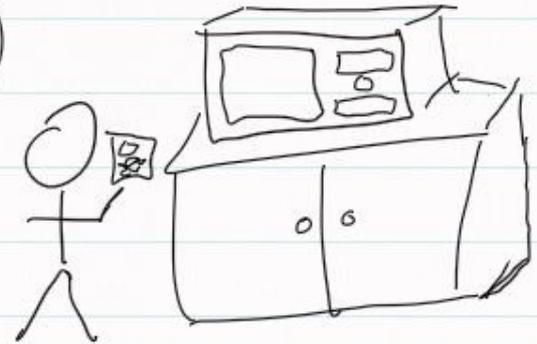
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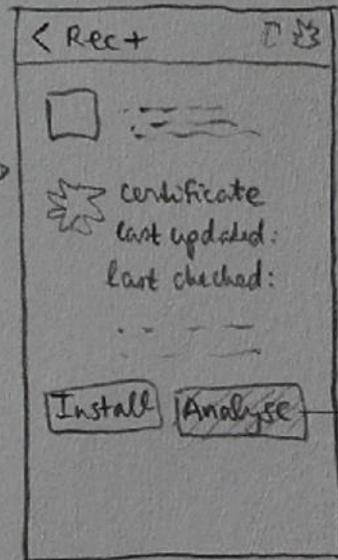
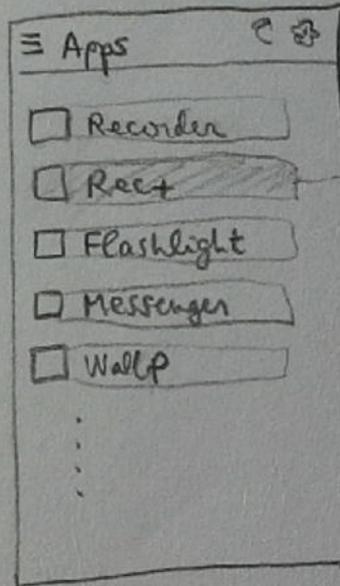
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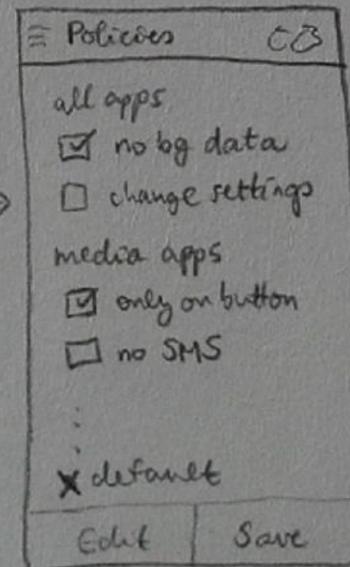
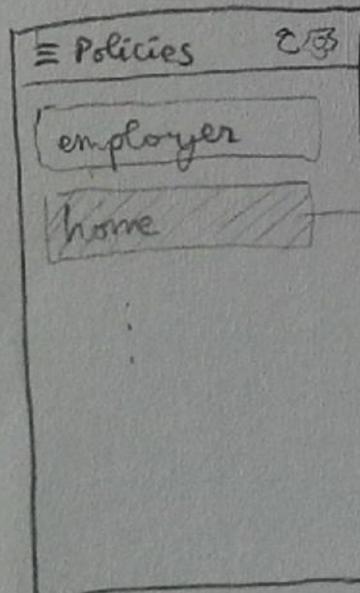
With paper prototyping we ask:
Are these exact screens usable?

CHECKER APP (ALICE)



1. download app
2. generate certificate / check certificate
3. if ok, check

What policy
 employer
 home



Paper Prototype Testing

- Very basic idea. Take your prototype, print it on paper, show it to someone, and ask for feedback.
- When to use it:
 - Whenever designing or modifying any UI element
 - Nearly always a good plan

The Human Computer

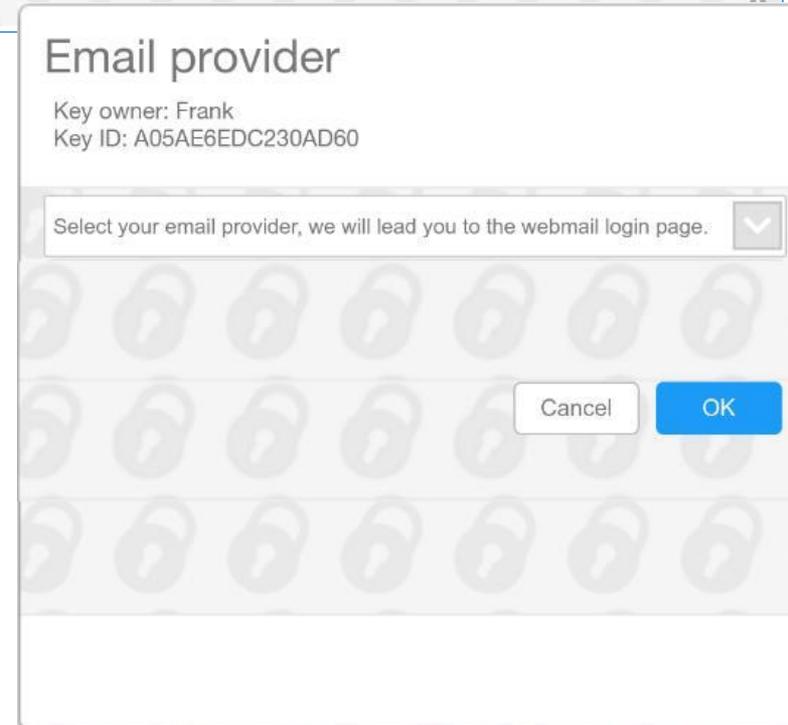
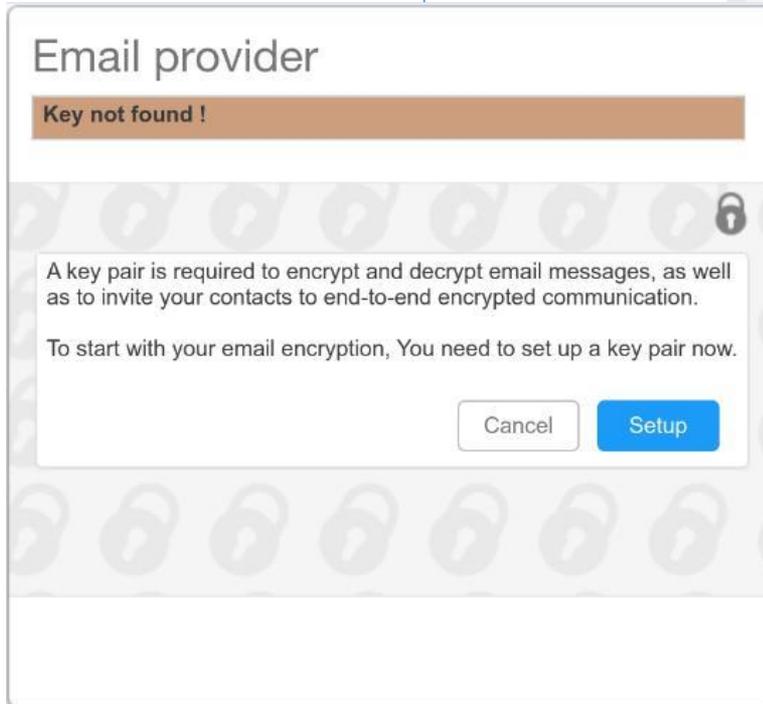
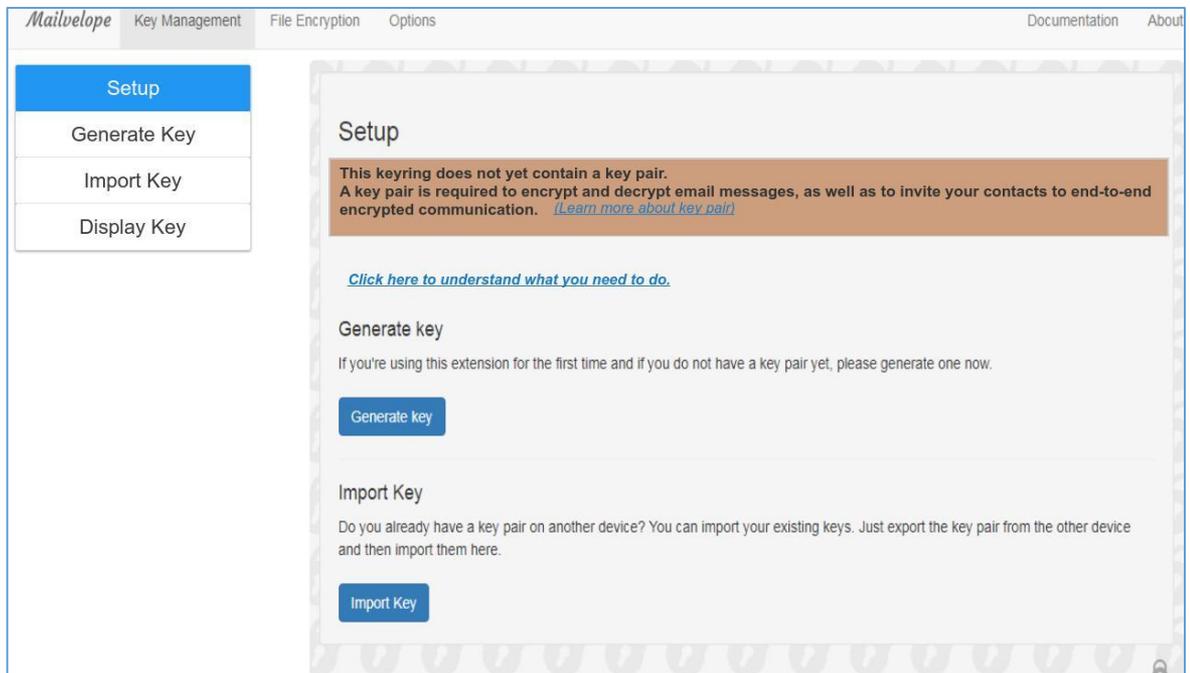
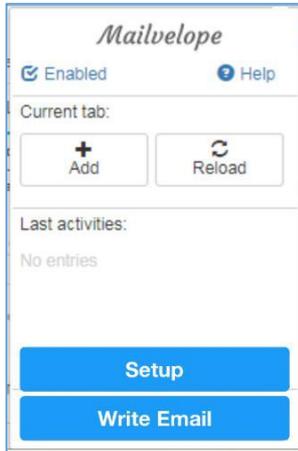
The Human Computer

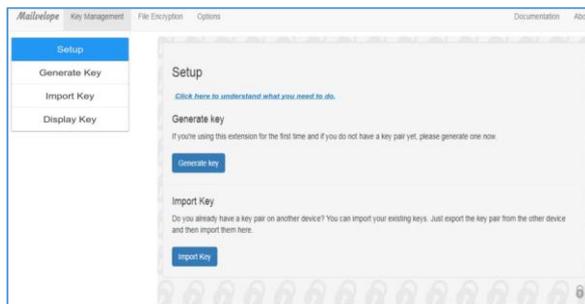
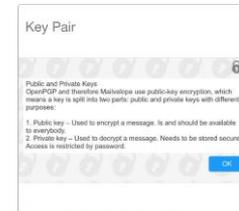
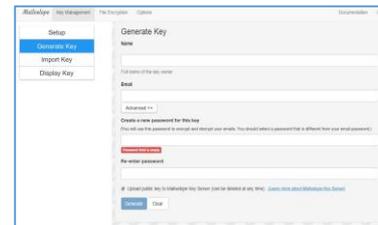
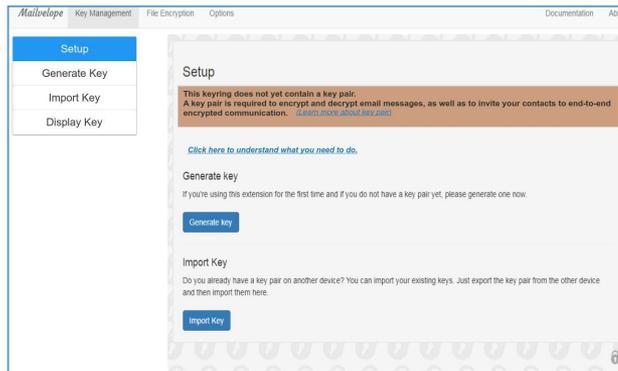
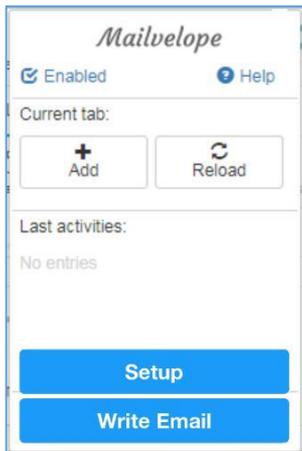
- Formalized method of doing Paper Prototype testing
 - One person plays the “computer” and moves the paper prototypes around in response to the participant’s actions
 - One person plays the “facilitator” who is in charge of making sure the study runs smoothly
- When to use:
 - When you need more formal or in-depth feedback than just showing someone your designs

The following is from a Masters student project on improving the Mailvelope plugin on Chrome.

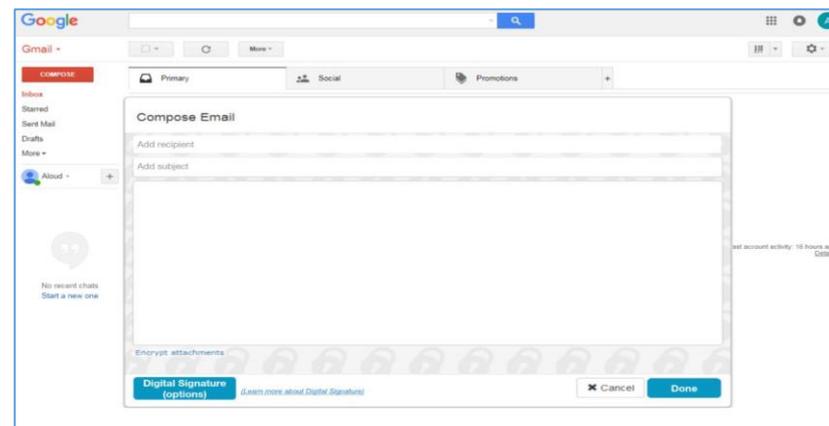
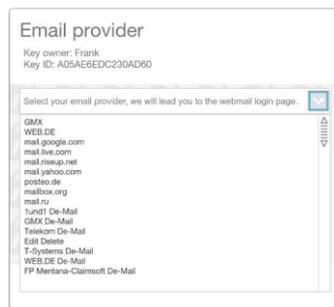
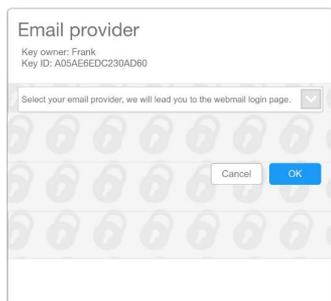
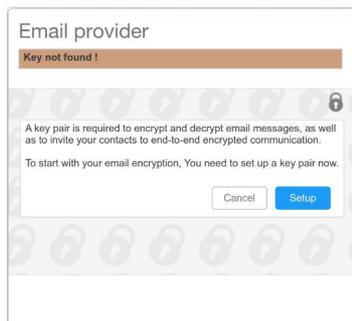
First we created mock-ups of the various screens for our new design

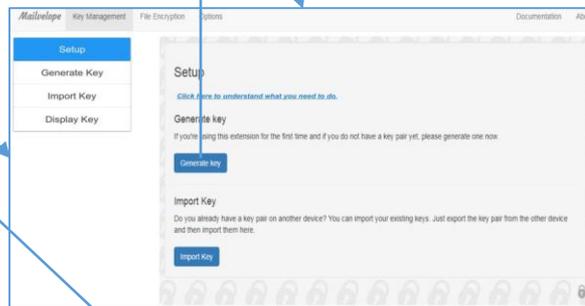
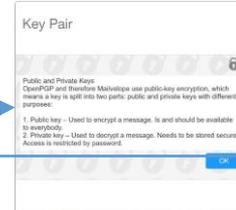
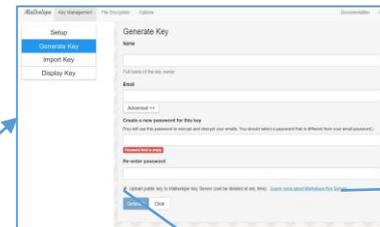
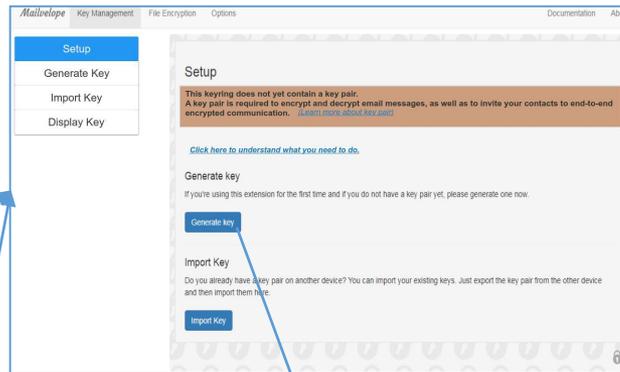
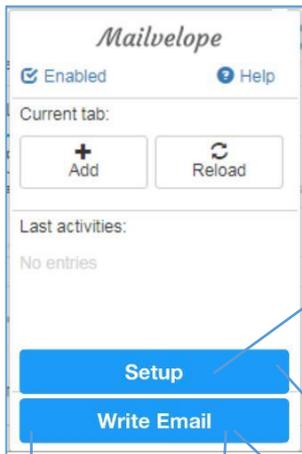
Here are a couple of the screens we mocked up.



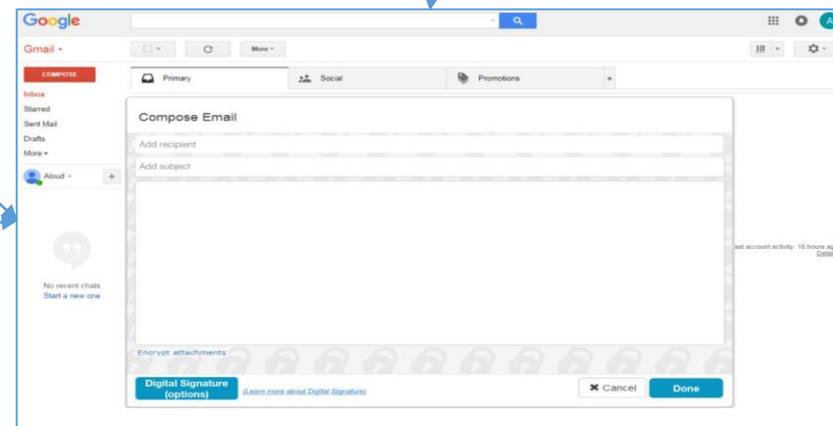
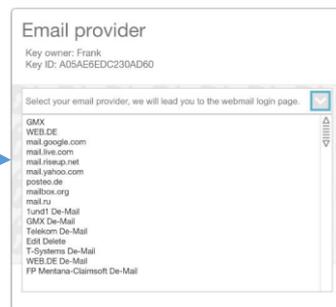
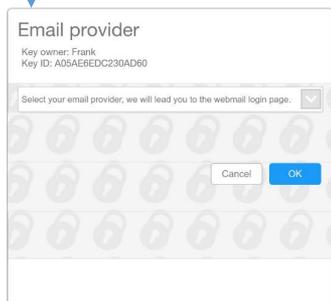
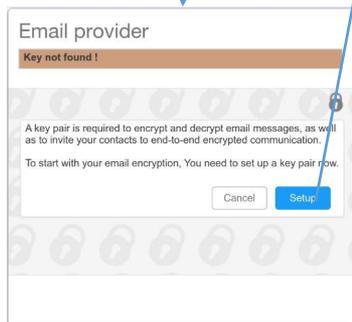


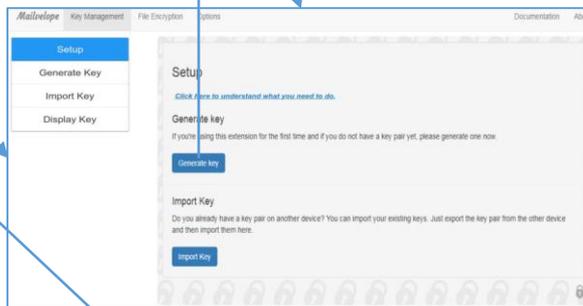
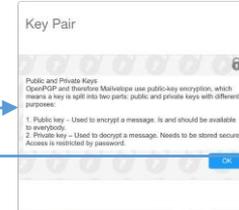
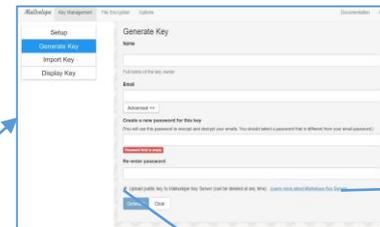
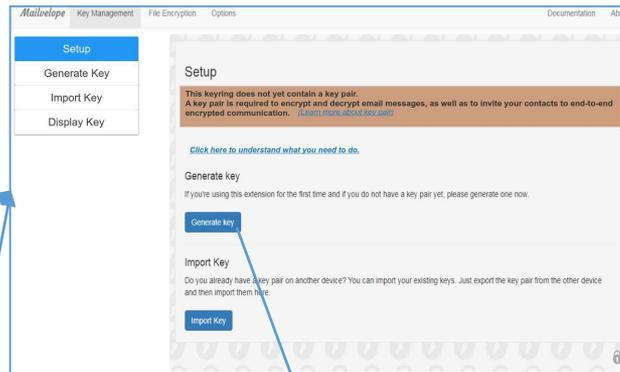
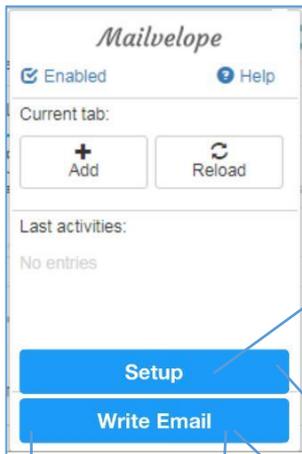
Here is what it looks like for all the screens mocked up, including different versions of the same screen before/after input, and several pop-ups.



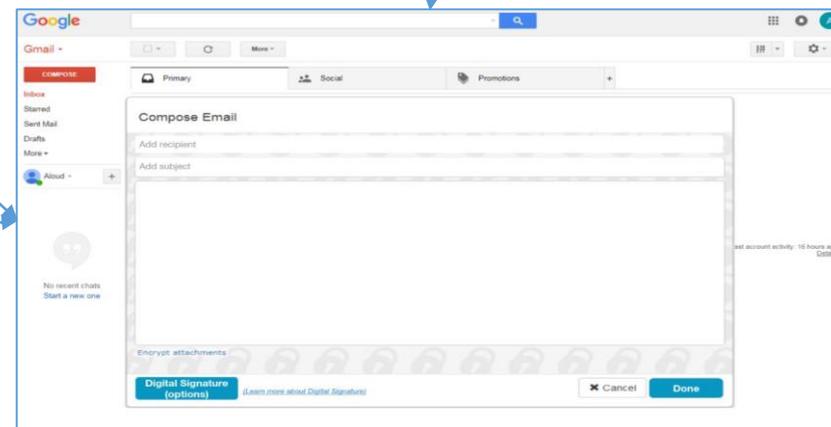
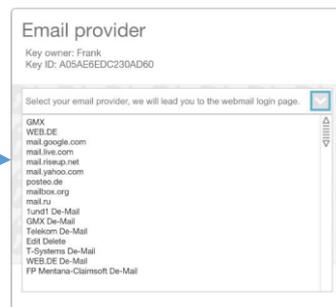
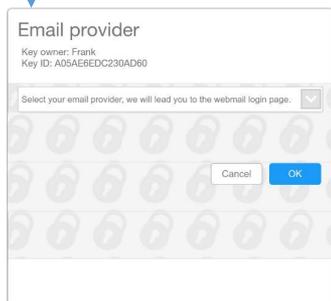
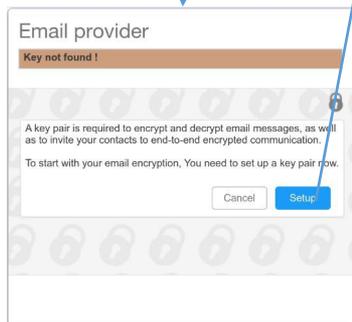


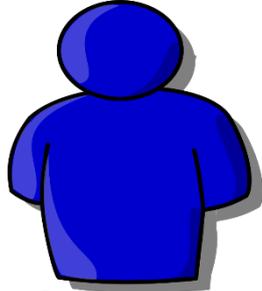
The arrows are the transitions between different screens.
Note that not all transitions are mocked up.



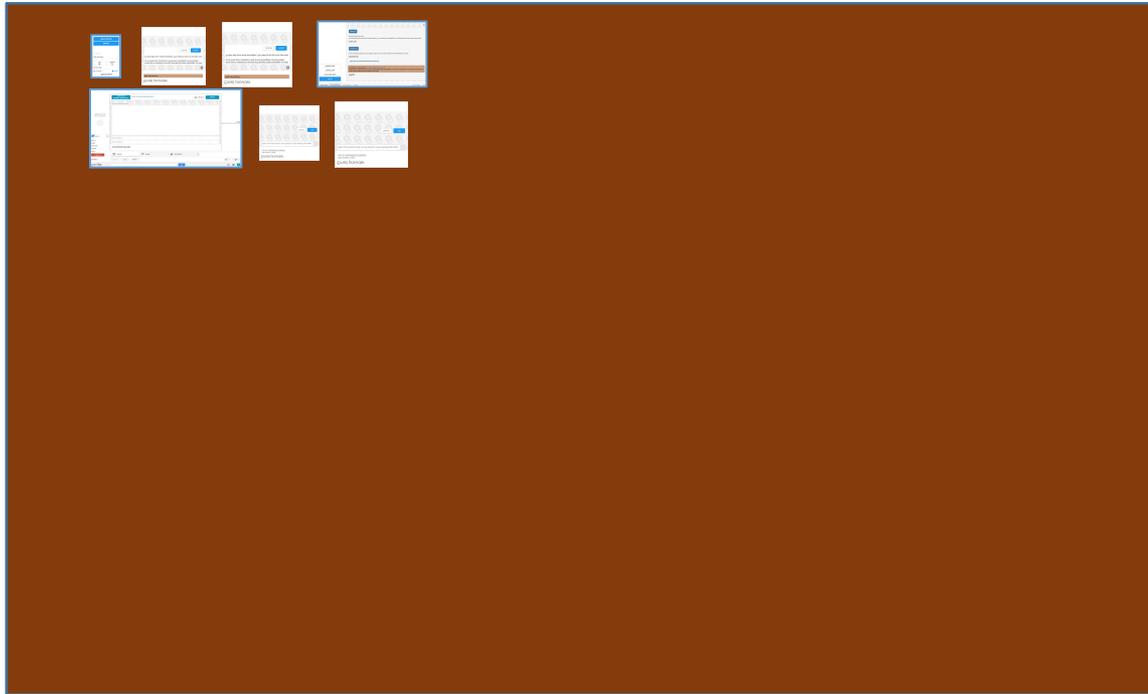


The "computer" uses these transitions to know which screen follows from each interaction.





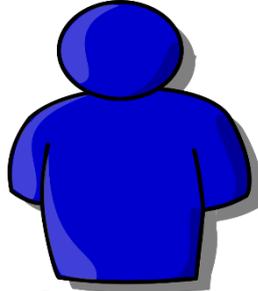
Computer



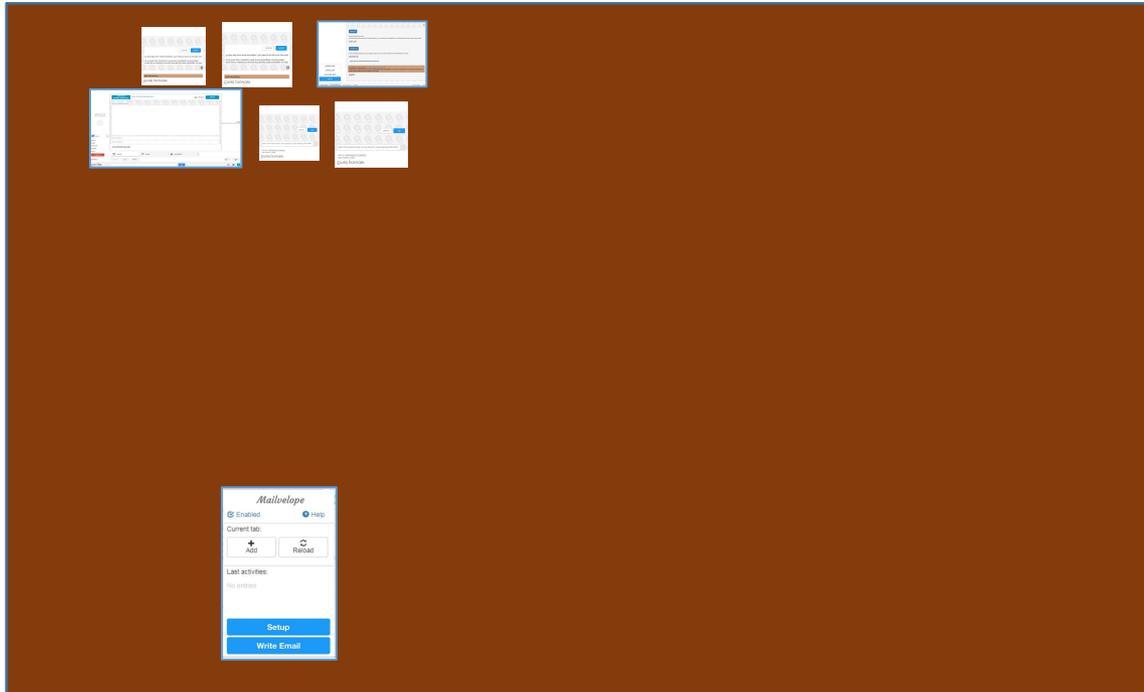
Tester



Facilitator



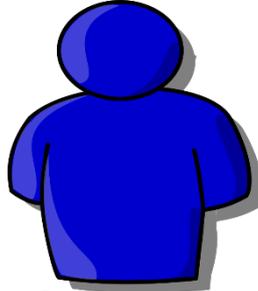
Computer



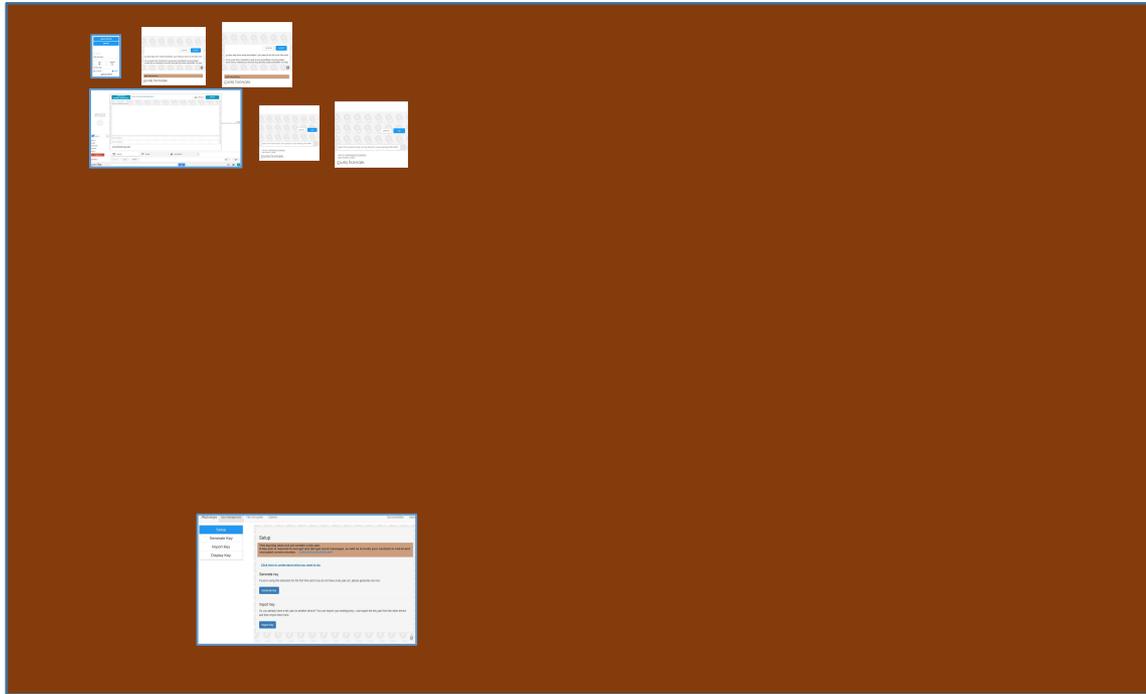
Tester



Facilitator



Computer



Tester



Facilitator

Questions?