Project Guide - Paper Prototype

Overview

For this project you will be creating a paper prototype of an app to help a classmate learn something new. You should already have interviewed your classmate and identified a barrier to their learning. You'll need to create an app that helps them overcome this barrier. Feel free to try creative new approaches to the problem you've identified, but whatever you decide to design, make sure you are empathizing with the needs of your user.

You will submit:
- This project guide
- The screens of your app. These will be drawn on notecards. At most you can have 6 screens
- A navigation diagram of your app, showing how your user moves between screens
- A poster showing off your prototype and describing how it works

Define

You should already have interviewed your classmate to identify what they want to learn and a barrier to learning this skill. Record the results of that interview below.

What does your classmate want to learn?

What barrier prevents them from learning it?

What type of app will help address your user's needs?

Prepare

As a class you should have discussed types of apps that can address your user's needs. Now it's time to start thinking about what specifically this app will do.

In the space below list the minimum features your app will need to meet your user's needs.

Sketch Your Screens
On a blank sheet of paper sketch out the outline of your screens and how a user will navigate between them. To keep your app simple you should limit yourself to 6 screens at most. In many cases, however, your app may not even need that many. Some things to keep in mind:

- Focus on structure. What's the purpose of each screen. What features do they need to include
- Start with core features. Only add "extras" once you're sure they're necessary
- Decide what consistent design features you'll use (e.g. a menu that's always at the top)
- Don't worry about drawing things perfectly. This is a sketch to help you design your final draft.

Try

Create Your Screens
You will be given notecards to draw the final version of your screens. Using pencils, markers, colored pencils, or anything else you wish, create the user interface of your app.

Create Your Navigation Diagram
On the next page you will find a navigation diagram you can use to draw how your user will move around inside your app. Any information about how the user interacts with the app should be included on this diagram.

Reflect

User Testing
You will test your app with your user. To organize this process, complete the User Testing Guide below.

Interpreting User Feedback
Using your notes from user testing, list all of your observations of interesting things the user said or did, and attempt to identify what that might mean about how your app works, or should work.

| User Said / Did	What it Means
Kept clicking on Suzette's face to try and change her settings.	*Grandkid images should link to settings page.*

Create a Poster
Combine the different pieces of work you completed for this project to create a single poster. In addition to your brainstorm sketch, final user screens, and navigation diagram, make sure to include the following information.

- What is your user trying to learn?
- What is a barrier to their learning?
- What is your app? How does it work?
- How does your app address your users needs?
- Improvements you would make based on your testing

Navigation Diagram

Draw simple sketches of your screens in the space below. Then draw arrows showing how a user would navigate between your screens.

Any information about how the user interacts with the app needs to be included on this page.
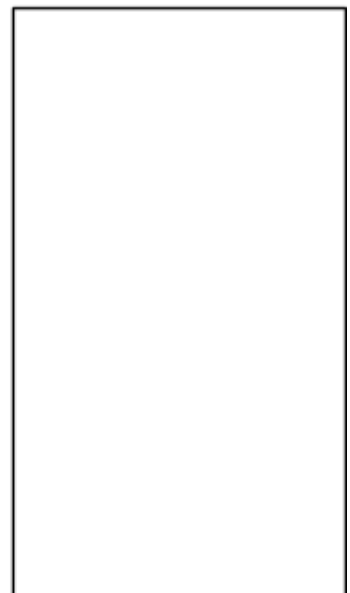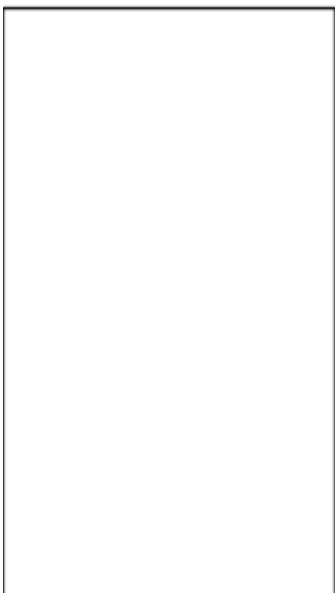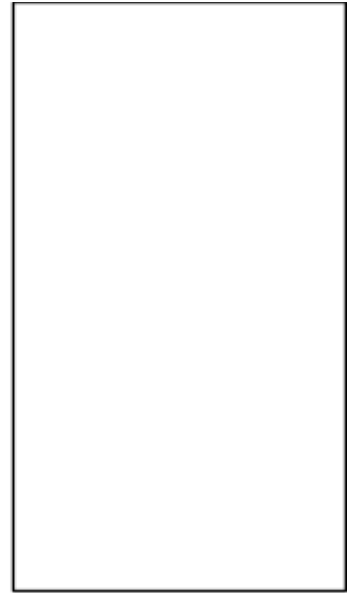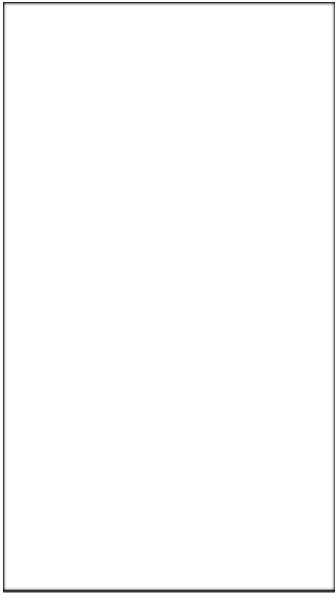
User Testing Guide

Test Cases
Create User Tasks
Fill in the left column of the table with different common tasks your user will want to do with your app.

Test Your Prototype
Give this testing guide to your user. Test the app by starting them on the home screen and allowing them to navigate through it by clicking. Try to complete each task listed in the table. Here's some guidelines

- As the "computer" only use pieces of interaction included on the Navigation Diagram to move around the app
- Don't explain how the app works to your user. You want to observe how they would use it without guidance.
- The user can and should think out loud. This is a way to help you understand their experience
- Keep a scratch piece of paper to record anything else you notice during the test

Record Findings
In the "What I Tried" and "My Reaction" columns include what your user did to complete each task. In the next column include their reactions about how easy or approachable the app was to use.

Task	What I Tried	My Reaction