



Fall 2004

- Paper prototypes
- Wizard of Oz prototypes

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Why Paper Prototyping?

· Faster to build

- Sketching is faster than programming
- Easier to change
 - Easy to make changes between user tests, or even *during* a user test
 - No code investment
 – everything will be thrown away (except the design)
- Focuses attention on big picture
 - Designer doesn't waste time on details
 - Customer makes more creative suggestions, not nitpicking
- Nonprogrammers can help
 - Only kindergarten skills are required

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Tools for Paper Prototyping

- White poster board (11"x14")
 For background, window frame
- Big (unlined) index cards (4"x6", 5"x8")
 For menus, window contents, and dialog boxes
- Restickable glue
- For keeping pieces fixedWhite correction tape
- For text fields, checkboxes, short messages
- Overhead transparencies
- For highlighting, user "typing"
- Photocopier
 For making multiple blanks
- Pens & markers, scissors, tape

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What You Can't Learn

- · Look: color, font, whitespace, etc
- Feel: Fitts's Law issues
- Response time
- Are small changes noticed?
 - Even the tiniest change to a paper prototype is clearly visible to user
- Exploration vs. deliberation
 - Users are more deliberate with a paper prototype; they don't explore or thrash as much

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Wizard of Oz Prototype Software simulation with a human in the loop to help "Wizard of Oz" = "man behind the curtain" Wizard is usually but not always hidden Often used to simulate future technology Speech recognition Learning Issues Two UIs to worry about: user's and wizard's Wizard has to be mechanical