Lo-Fi Prototyping

TUTORIAL 4

Shyamli Sindhwani
ssin820@aucklanduni.ac.nz
Lo-Fi Prototyping

- Widely used in user-centered design process
- A reasonably close facsimile of the final product
- Purpose not to impress users, but to learn from them
- A tool for communication between the design team and the user
Lo-Fi Prototyping

- Paper prototype
- Wireframes/Electronic prototype (also med-fi prototypes)
- Storyboarding
- White board prototypes
Paper Prototyping

- Tangible and testable representation of design concepts
- A tool to collect and analyse the user demands at the early stage
- Involves creating rough, preferably hand-sketched drawings of an interface
- Uses lightweight materials that are quick, cheap, and easy to change
Why Paper Prototypes?

- Our mental processes much faster than our ability to express the ideas
- Drawing is much faster than using a design environment (html, ide etc.)
- With a drawing one can be ambiguous and sketchy
- Focus on the idea rather than worrying about any of the design-specific details
- Quick feedback let fix ‘interface’ problems early on
- Instant iteration
Usability Testing with Paper Prototype

- Facilitator
- User
- Human Computer: person play “the prototype”, switching the sketches according to how the user behaves.
- Observer: watch the behaviour of the users and their actions
Usability Testing

- Testing scenarios against draft prototypes and getting feedback on the interaction with the first designs
- Instruct the user to “Think aloud”
- If the user sees something unexpected then ask what they did expect
- Try making an on-the-fly design change
- [https://www.youtube.com/watch?time_continue=11&v=yafaGNFu8Eg](https://www.youtube.com/watch?time_continue=11&v=yafaGNFu8Eg)
- Iterate
Design Iteration

THINK

MAKE

CHECK

REPEAT

Test & Evaluate

Prototype
To summarize…
## Paper Prototype

<table>
<thead>
<tr>
<th>ADDRESS</th>
<th>IGNORE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Functionality</td>
<td>Graphics</td>
</tr>
<tr>
<td>Basic Organization</td>
<td>Programming</td>
</tr>
<tr>
<td>Task Flow and coverage</td>
<td>Real Data</td>
</tr>
</tbody>
</table>
# Wireframes

<table>
<thead>
<tr>
<th>ADDRESS (in addition to paper prototype concerns)</th>
<th>IGNORE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Layout</td>
<td>Graphics</td>
</tr>
<tr>
<td>Interactivity</td>
<td>Programming</td>
</tr>
<tr>
<td>Navigation</td>
<td>Real Data</td>
</tr>
</tbody>
</table>
## Hi-fi Prototype

<table>
<thead>
<tr>
<th>ADDRESS (in addition to wireframes concerns)</th>
<th>IGNORE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Graphic design</td>
<td>Backend programming</td>
</tr>
<tr>
<td>Interaction details</td>
<td>Complete functional coverage</td>
</tr>
<tr>
<td>Realistic data</td>
<td>-</td>
</tr>
</tbody>
</table>
Practice

- Get into groups of 2 or 3.
- Make a paper prototype
- Test your prototype and refine it (adding functionality/ modifying layout etc.)
Problem Statement

• Design a mobile app for users who love photography.

• Functionalities:
  1. User creates a profile.
  2. They get various suggestions on photography tasks on the screen.
  3. They upload a photo and complete the suggested task.
  4. Receives feedback on their posted photo.
  5. Users can also leave feedback on photos posted by other users in the group.
Useful Resources

- https://people.rit.edu/ovo3278/Portfolio/slackless.html
- https://www.slideshare.net/ZdenekLanc/basic-principles-of-interface-design
- https://redress43.wordpress.com/