

# Assignment: Prototyping

## Prototyping

*In the design assignment you visualized an idea for an application in the field of online teaching that tries to solve the problem of the missing social component between teachers and students and between students among themselves. The visualized application should therefore be a graphical design of an interactive system for online teaching that allows more social exchange than known systems (Moodle, Jitsi, LMS, Zoom, etc.).*

*Now this idea shall be further elaborated. In HCI this is done via prototyping.*

## A) Paper Prototyping (2 points)

Use paper prototypes to create two variations for a functionality of your application designed in the design assignment to promote social exchange in online teaching. Each variation should include an interaction. At least two “screens” per variation are necessary for this. Explain the two drafts briefly to explain the different variations of functionality (30 to 50 words). Do not forget to include your drafts into the PDF.

*The paper prototypes may differ from your first ideas. In the iterative design process, ideas and design details change, ideally for the better.*

## B) Clickable-Prototype (7 points)

### B.1) Prototyping

You can use the 30-day trial version of Axure (<https://www.axure.com/download>) and a screen layout template (<https://sneakpeekit.com/>) to create two clickable prototypes for the designs from Task D, i.e. 2 prototypes with at least 2 screens (per prototype) that are interactively connected.

Take photos or screenshots of your drafts and add them to the PDF with your solutions.

*The click prototypes may differ from the paper prototypes. In the iterative design process ideas and design details change, ideally for the better.*

*If you cannot use the 30-day version of Axure for any reason, you can alternatively work with Powerpoint or Impress (<http://www.openoffice.org/de/product/impress.html>, free equivalent to Powerpoint). You can then simulate the interactivity with interactive buttons, for example.*

### B.2) Analysis

Discuss whether and to what extent your two Click prototypes meet the criteria of Connell and Shafer (1989) (50 – 150 words).

### B.3) Classification

Explain why your Click Prototypes are horizontal or vertical prototypes (50 to 100 words).

### C) Reflection (1 point)

Compare your prototypes from task A and B in terms of effort and technical accuracy (fidelity).

### D) Wizard of Oz (1 point)

What is the meaning of “Wizard of Oz” regarding testing prototypes? Explain the term und describe an example (50 – 100 Words).

#### Submissions:

Hand in the following files:

- 1) A PDF with your solution for each task (A, B, C, D) containing your ideas as images and visualizations.
- 2) The two project files for B1 (Axure-, PowerPoint- or Impress- files).

Hint B1): One solution per member is enough. Write down your team members (name of each member).

Upload your submission files by *19 July 2020, 23:59* packed in a compressed ZIP folder. Name your ZIP folder as follows:

Example: Assignment\_Prototype\_HCI\_SS20\_Max\_Mustermann.zip

*Have Fun!*

