

**Name(s)**

## **Activity 8: Paper Prototype (Group A)**

In this activity, you will form teams of four with your tablemates to build and test a paper prototype. The entire class will be divided into two groups. Depending on your group assignment, your team will be prototyping either a to-do list or a photo organizer application.

The activity consists of two phases: prototyping and testing. Each phase there are specific roles. Decide who is responsible for what in each phase. In the prototyping phase, spend 10-15 minutes designing and constructing a paper prototype following the specification. In the testing phase, test the prototype on users of another group over three tasks. Two tasks are given and one should be created by your team.

### **Roles**

#### **Prototyping Phase**

- Layout (canvas, box)
- Content (text, image)
- Control (buttons, scrollbar)
- Integration (making sure everything fit together)

#### **Testing Phase**

- Computer (simulate UI behaviors)
- Facilitator (brief and guide the users)
- Observer (write down the difficulties users encounter)
- User (test a prototype of another applications)

### **Application: A simple to-do list**

#### **Requirements:**

- Users must be able to add a task with a title and priority (low, medium, high)
- Users must be able to see a list of tasks
- Users must be able to mark a task as complete
- Users must be able to sort the tasks by priority

#### **Testing plan:**

Initial application states:

- The To-Do list has already three tasks.

Task 1: Adding two task

- “Watch Lost” with medium priority.
- “CMSC 434 homework” with high priority.

Task 2: Completing the highest priority task

Task 3: (create your own)

**Name(s)**

## **Activity 8: Paper Prototype (Group B)**

In this activity, you will form teams of four with your tablemates to build and test a paper prototype. The entire class will be divided into two groups. Depending on your group assignment, your team will be prototyping either a to-do list or a photo organizer application.

The activity consists of two phases: prototyping and testing. Each phase there are specific roles. Decide who is responsible for what in each phase. In the prototyping phase, spend 10-15 minutes designing and constructing a paper prototype following the specification. In the testing phase, test the prototype on users of another group over three tasks. Two tasks are given and one should be created by your team.

### **Roles**

#### **Prototyping Phase**

- Layout (canvas, box)
- Content (text, image)
- Control (buttons, scrollbar)
- Integration (making sure everything fit together)

#### **Testing Phase**

- Computer (simulate UI behaviors)
- Facilitator (brief and guide the users)
- Observer (write down the difficulties users encounter)
- User (test a prototype of another applications)

### **Application: A simple photo organizer**

#### **Requirements:**

- Users must be able to display photos in two views: a grid view of thumbnails or a detailed view of a single photo.
- Users must be able to see and edit the caption in both views.
- Users must be able to delete a photo.

#### **Testing plan:**

Initial application states:

- The photo album has three photos (flower, sun, car) in the thumbnail view.
- Only the car photo has a caption that reads *car*.

Task 1: Adding captions to photos currently without captions

- “Flower”
- “Sun”

Task 2: Removing all the photos

Task 3: (create your own)