

EST 323 / CSE 524: CG-HCI

Term Projects – Stage 3

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Guidelines for Stage 2 Evaluations

The following categories should be evaluated (4 levels each):

- number inspirations (none, 1-2, 3-4, 5+)
- quality of the inspirations (none, inspirations but no explanations, obvious observations and vague/confusing explanations, diverse inspirations and insightful explanations)
- point of view (no POV, POV does not express a problem / opportunity, POV OK but solution too specific/general, problem and solution are clearly stated)
- storyboard #1 (none, hard to follow, reasonable but questions persist, easy to follow and a prototype could be designed from it)
- storyboard #2 (see above)

Maximum # points = 15

Grand Plan

Your project will have six stages:

- stage 1: identify something people need (should be software-based)
- stage 2: devise the overall 'story' of your solution → storyboarding
- **stage 3: build a rough outline of your intended implementation**
- stage 4: flesh out your implementation into a product
- stage 5: plan how you will test the fitness of your product
- stage 6: test it (with real humans)

Each stage will take about 2 weeks

Wizard of Oz Prototyping

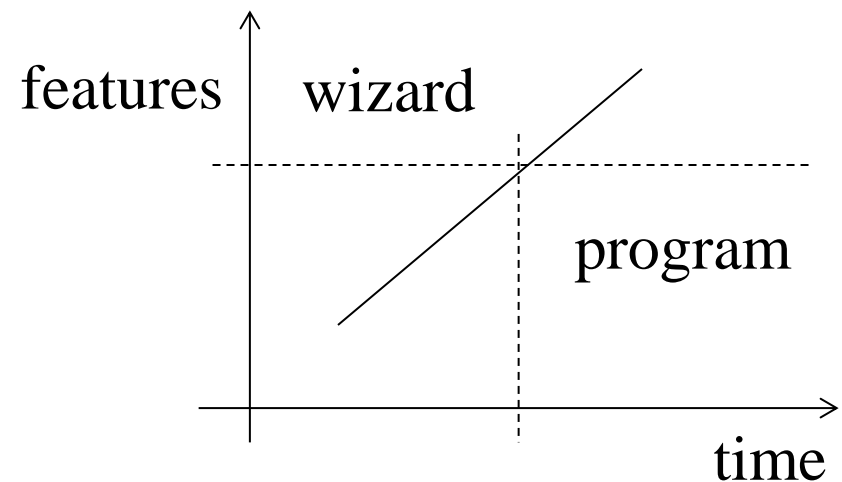
Concept: [Movie clip](#)

What can it do for you?

- quickly build an “interactive” prototype without much coding
- it is you who will simulate the machine procedures, not hard-to-write computer code
- you may even anticipate technologies to come and exploit them
- enables you to get feedback early
- enables you to recognize problems early
- but eventually have to write the code
- you can do this incrementally

Example videos:

- [video 1](#)
- [video 2](#)



Construct the Wizard-Powered Prototype

Map out scenarios and application flow

- what should happen in response to user behavior?

Put together interface “skeletons”

Develop “hooks” for wizard input

Where and how the wizard will provide input

- selecting the next screen
- entering text
- entering a zone
- recognizing speech, etc.

Remember that later you will need to replace it with a computer program

Rehearse wizard role with a friend or colleague

Run the Wizard-Powered Prototype

Practice with a friend first

- once you're comfortable, recruit "users"
- two roles: facilitator and wizard
- facilitator provides tasks (paper) and takes notes
- wizard operates interface
- (more authentic if hidden or remote)

User feedback can be...

- think aloud
- retrospective
- heuristic evaluation

Debrief users

- reveal wizard if needed

Advantages of Wizards

Fast (faster) and thus, cheaper and more iterative prototypes

Creating multiple variations is easy

More “real” than paper prototyping

Identifies bugs and problems with current design

Places the user at the center of development

Can envision challenging-to-build applications

Designers learn by playing wizard

Disadvantages of Wizards

Simulations may misjudge possibly imperfect technology

May simulate technologies that do not exist (and may never)

Wizards require training and can be inconsistent

Playing the wizard can be exhausting

Some features (and limitations) are difficult/impossible to simulate effectively

May be inappropriate in some venues (e.g., home)

Project 3 Deliverables (1)

Choose one of your storyboards (stage 2)

- reflect
- think about strengths and weaknesses
- how well did it represent your point of view?

Create two rapid interactive prototypes

- you could use the [Balsamiq](#) software for this (youtube video [here](#))
- but if you know other tools feel free to use them
- note that their free license is only valid for 7 days
- so try to develop and save everything within these 7 days (or pay \$75)

The Balsamic prototypes are *mockups*:

- wireframes created with Mockups are intentionally rough & low-fidelity
- they have sketchy UI elements and hand-drawn fonts
- this encourages as much feedback as possible
- no-one will think you will be offended by their input
- they will know immediately that you just 'threw it together' quickly

Project 3 Deliverables (2)

The prototypes you create should be interactive

- the user should be able to navigate around it and get a feel for how the real application would work
- Balsamiq's built-in tools allow you to create "links" between screens and buttons to simulate real functionality - back, next, home, etc. - even though visually it is nothing more than a line drawing
- it is a semi-automated Wizard of Oz prototype

Your two prototypes:

- they should vary in interface, but offer the same basic functionality
- for example, if you were designing a mobile transit application, your two prototypes could display the bus times in two very different ways
- the prototypes should be complete enough to "run" a new user through each task
- you can start making a rapid prototype, then change your mind
- your prototype doesn't have to exactly align with your storyboard
- your prototype interface should enable people to navigate, recover from errors, and change their mind.

Your Stage 3 Assignment

Submission procedures

- we will again use the conference submission site to handle the submissions

Guidelines for Evaluations

The following categories will be evaluated for stage 3:

- prototype 1 clarity (all elements should have a clearly defined purpose and interact well, it is easy to know how to use the prototype)
- prototype 1 completeness (the prototype should be complete, with all functions interactive)
- prototype 2 clarity
- prototype 2 completeness
- prototype divergence (the prototypes should explore clearly different interfaces addressing the same idea)

Stage 3 Deadlines

Submissions

- Wednesday October 21, 11:59 pm KST

Evaluations (after assignment)

- Wednesday, October 28, 11:59 pm KST

Late submissions and evaluations

- see course policy