21w.789 Communicating with Mobile Technology

Assignment 4: Paper Prototype

Due: 12 March, 2013

This assignment will complete the initial design that was started in class. You should finish your flow model to cover all of the screens that you plan to implement as a part of your semester project. Then you should create a paper prototype wireframe of all screens in detail. Each screen should be on a separate paper and all text-input or other selections should be blank or their default settings. You should create separate cutouts for any overlays/prompts.

You also must think of three to four main use cases of your application that you would like to test in class next week. These should cover the common use cases of the application as well as anything that you are having a hard time designing or where you think that users might have difficulties.

All screens and overlays should be brought to class on 3/13 for a usability trial that will be conducted at the start of class. Each group will have team members from other groups try their application by "using" the paper prototype for each of the identified use cases. One team member will be responsible for acting as "the phone" changing the screens and overlays as the "user" interacts with the paper.