

Paper prototyping for future interfaces



TASK 1

Ideation

Object

Go into your kitchen and choose one object. The objects doesn't need to have an interface yet. Choose one where you see the biggest room for improvement.

Problem

Think about the last time you used this object. What frustrated you? Think about as many problems as you can.

Solution (Idea)

Choose one problem and brainstorm ideas! We are designing for the future. So, your idea doesn't need to be feasible now.

TASK 2

Prototyping

What screen, features, elements do you need to integrate?
Feel free to use blank paper sheets and post-it's for the prototyping.

Notes:

TASK 3

User Testing

1. Provide context

Participants need to look at the prototype from the right perspective

Examples

- „What is important for you when it comes to .. ?“
- „Imagine you would do ... how would you do it?“

Notes:

2. Get first impressions

Get first impressions

Examples

- „What is the first thing that grabs your attention?“
- „What do you think you can do with this interface?“

Notes:

3. Observe

Give them a task and observe them.

- What distracts them from completion?
- What confuses them?
- How quickly do they understand what to do?

Examples

- „Imagine you... how would you use the interface?“
- „If you want to do .. how would you do that?“

Notes:

4. Final questions

Get first impressions

Examples

- „Would this interface be useful for you, and why?“
- „What else would be useful for you?“
- „What would you normally do to do something like that?“
- „What surprised you?“

Notes: