User Testing
Paper Prototypes

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Sit in groups of 4.
Number yourselves: 1-4
Brainstorm Ideas

The best way to have a good idea is to have lots of ideas.

- Linus Pauling
How do we get from idea to execution?
Iterative Design mitigates risk:

Every new concept is a risk. Every risk needs to be prototyped.
Given a task or goal, can the user navigate the interaction coherently?

Low-Fi Prototypes mitigate risk by getting feedback on the most fundamental aspects of the design first.
Pixar starts with storyboards.
Software starts with paper prototypes
Milestone #4: Paper Prototype (due Monday in class)

Pick two of your specific needs
• For each specific need, make a paper prototype for two different designs.
• For each design, have at least one task you want to test with users that gets at the coherency of the interaction.

Bring your prototype to class, and we will test on people.
Running a user test

TAs will come observe groups.
Person #3:

- Pick **two** of your prototypes that you need the most user feedback on.
- In **10 minutes:**
  - Run through both of them on Person #4
    - Give them their task
    - Ask them to think aloud.
    - “We are testing the system not you. Nothing you do is right or wrong. We just want to observe your interaction to improve the system later.”
  - Person #1 and #2 are observers.
- Take notes on:
  - Critical incidents.
  - Times of confusion, hesitation
- Discuss
10 min
Person #4:

- Pick two of your prototypes that you need the most user feedback on.
- In 10 minutes:
  - Run through both of them on Person #1
    - Give them their task
    - Ask them to think aloud.
    - “We are testing the system not you. Nothing you do is right or wrong. We just want to observe your interaction and improve the system later.”
  - Person #2 and #3 are observers.
- Take notes on:
  - Critical incidents.
  - Times of confusion, hesitation
- Discuss
Person #1:

• Pick two of your prototypes that you need the most user feedback on.
• In 10 minutes:
  • Run through both of them on Person #2
    • Give them their task
    • Ask them to think aloud.
    • “We are testing the system not you. Nothing you do is right or wrong. We just want to observe your interaction and improve the system later.”
• Person #3 and #4 are observers.
• Take notes on:
  • Critical incidents.
  • Times of confusion, hesitation
• Discuss
10 min
Person #2:

• Pick two of your prototypes that you need the most user feedback on.
• In 10 minutes:
  • Run through both of them on Person #3
    • Give them their task
    • Ask them to think aloud.
    • “We are testing the system not you. Nothing you do is right or wrong. We just want to observe your interaction and improve the system later.”
  • Person #4 and #1 are observers.
• Take notes on:
  • Critical incidents.
  • Times of confusion, hesitation
• Discuss
10 min
Next Milestones
Milestone #5: Pick a prototype
(Due Wednesday 4/4 @noon)

• Which prototype did you pick and why?
• What are the technical aspects?
  • List 10
  • What are the 3 riskiest ones you will implement first?
  • Google for potential solution to this problem.
Milestone #6: Lo-Fi Computer Prototype (Due Monday 4/9 @ noon on Piazza)

• What is your idea?
• What 3 technical aspects were you testing?
• Show a screen shot of each one.
• Reflection: what technical issues did you run into and how did you solve them or pivot away from them?