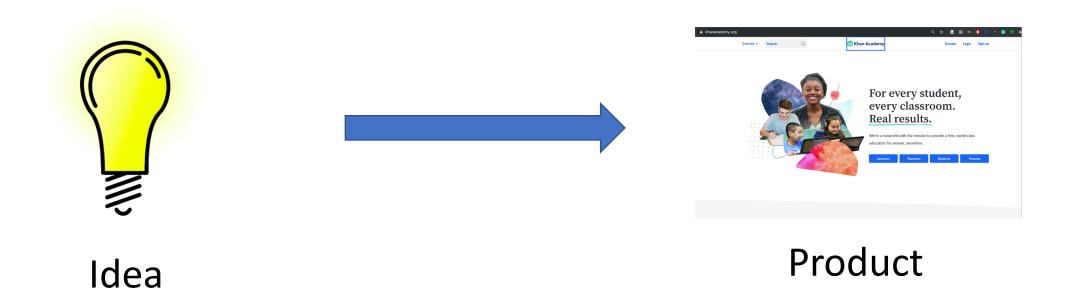


Technical Prototypes

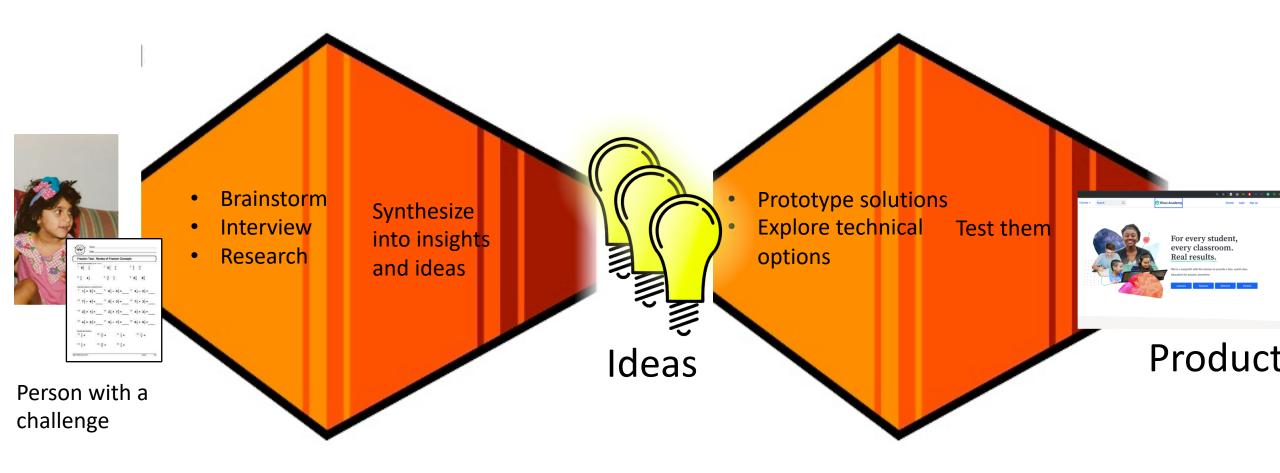
DESIEN

Prof. Lydia Chilton COMS 4170 8 April 2024

The biggest misconception about creativity



Creativity is a Process



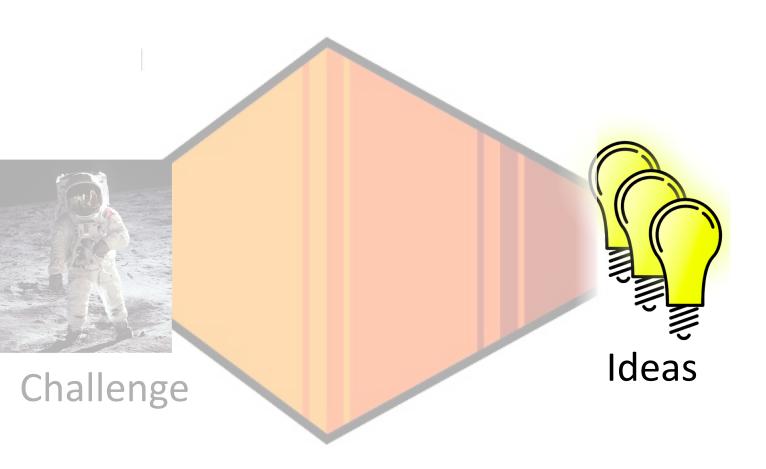
Understand the problem

Solve the problem

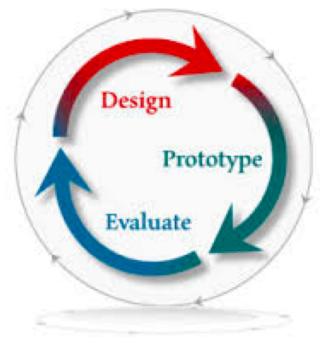
Final Project:

- Design and build a web application
- To help a user learn an introductory topic interactively
- Within a domain of your choosing
- The interactive experience centers around media (image, video, audio..)
- And help them assess their learning with a quiz.
- And keep learning through feedback from the quiz.
- In under 10 minutes total

Implementation is iterative.



Reality

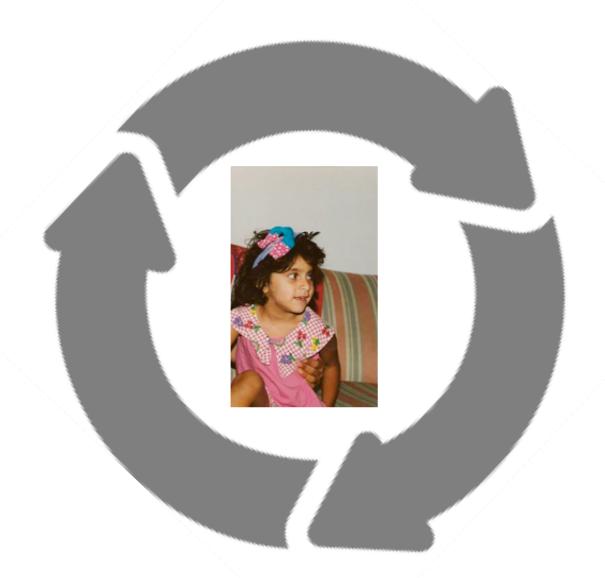




Ideas

Implementation

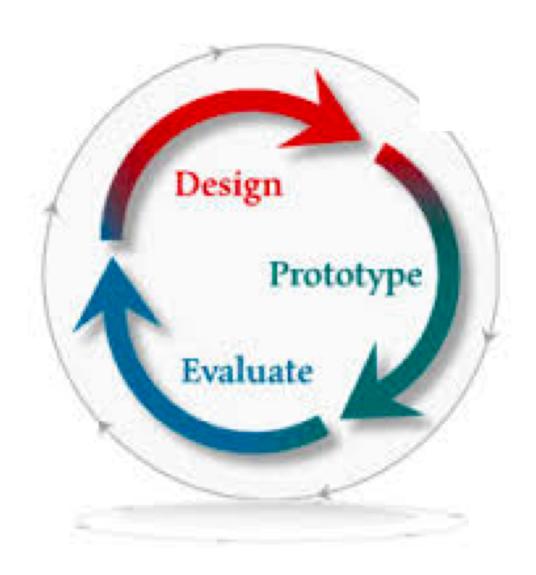
The user is at the center of the process

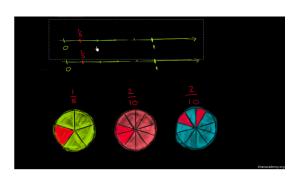


Translating an idea into a prototype is HARD.



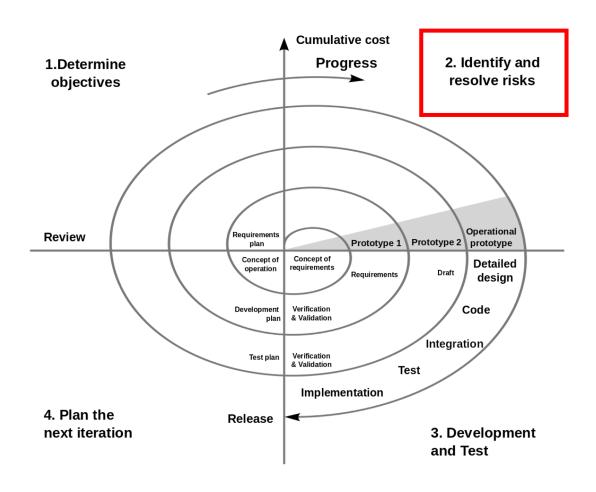
Teach fractions by working through problems slowly.





Low-Fi Prototype

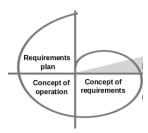
Iterative Design is good because it minimizes risk



The first iteration should be as **low-fidelity** as possible

1.Determine objectives

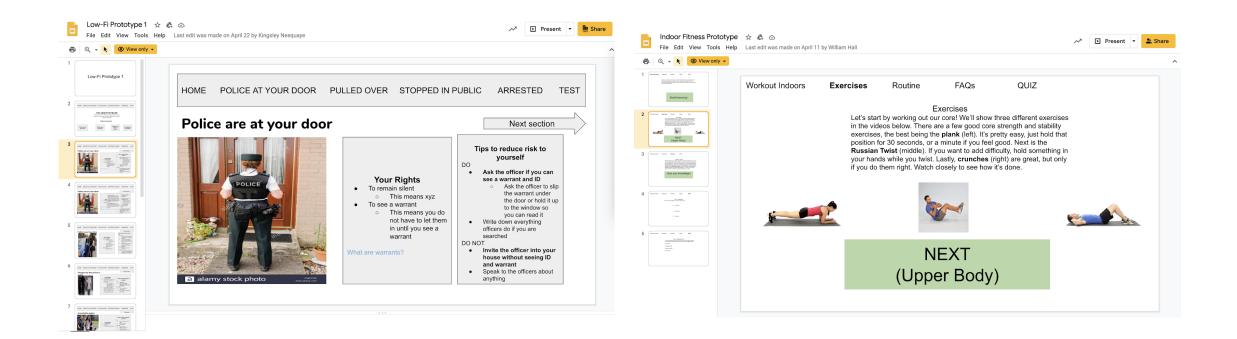
2. Identify and resolve risks



4. Plan the next iteration

3. Development and Test

Low-Fi Prototypes in Google Slides



With feedback from TA's and user tests

Now you're ready to start implementing

But we're going to do it iteratively

HW10: Technical Prototype

General Goal: Figure out what's the biggest technical risks, and create a prototype to test it.

Your HW 11 Goal: Program and end-to-end experience that allows the user to get through the application.

(no graphic design, little interactivity)

What counts as a technical risk?

Anything new.

Anything that has never been done before.

Anything you have never been done before.

We're going to watch a video prototype

List everything that's risky (anything new)



What tech need to be prototyped?

Drones following you! And projecting



Menu selection on the ground



Multi user interaction



Menu selection on the hand



Menu selection on the wall

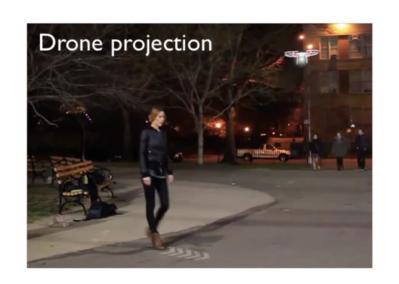


Now we're going to watch a video of the things they prototyped

- Which risks did they prototype?
 - How?
- Which risks did they not prototype?



What did they prototype? How?



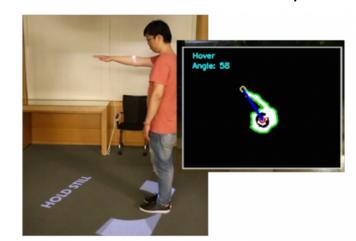


Can it project visibly?





Can the camera detect arm position?





During the outdoor test, what new risk did they discover?



How could they have mitigated this risk?



They probably should have tested projecting in flight outdoors before implementing the menu.

Everything in the end-to-end process is a risk

Drone can carry stuff

Drone can project a menu

Can detect hand motions

Can do menu selection in real time with low latency

But not outdoors

HW 10: Technical Prototypes

Your biggest risk is having an end-to-end working system.

Start lesson Do lesson Next lesson logic Start quiz Quiz Logic Quiz Score

On IMDB, are there 100,000 static HTML pages sitting around?







IMDB uses a template and a database... And fills in the data dynamically on pageload



Title	Plot summary	poster	year
The Big Lebowski	"The dude" Lebowski, mistaken	Lebowski.jpg	1998
The Big Short	In 2006-7 a group of investors	Big_short.jpg	2015
The Big Chill	A group of 7 former roommates	Big_chill.jpg	1983







IMDB Template



Why are static pages so bad?

They are very hard to change.

Represent your data in JSON (server.py)

```
▼ tech_prototype_template

▼ static

/* main.css

/* project.js

▼ templates

<> home.html

<> learn.html

<> quiz.html

/* server.py
```

```
from flask import Flask
          flask import render_template
     from flask import Response, request, jsonify
     app = Flask(__name__)
     lessons = {
         "1":{
             "lesson_id": "1",
             "title": "Say Hello in Serbian",
10
             "video": "https://media4.giphy.com/media/f4IitLXgceg0BzXUDe/200w.gif?cic
11
12
             "text": "Zdravo",
             "next_lesson":"2"
13
14
15
         },
         "2":{
17
             "lesson_id": "2",
             "title": "Say Goodbye in Serbian",
18
             "video": "https://c.tenor.com/6zCJ2mbdXg4AAAAC/ciao.gif",
19
             "text": "Ciao",
20
              "next_lesson":"end"
21
22
23
24
25
     quiz_questions = {
         "1":{
26
27
              "quiz_id": "1",
             "english": "hello",
             "serbian": "zdravo",
29
              "next_question":"2"
30
31
         },
         "2":{
32
33
              "quiz id": "2",
34
             "english": "goodbye",
             "serbian": "ciao",
35
36
              "next_question":"end"
37
         }
38
39
```

Render learning and quizzing templates with correct data

```
tech_prototype_template
▼ 🗁 static
   /* main.css
   /* project.js
 home.html
   <> learn.html
   <> quiz.html
    server.py
```

```
Flask
         flask:
    from flask import render_template
    from flask import Response, request, jsonify
    app = Flask(__name__)
    lessons = {
        "1":{
           "lesson_id": "1",
           "title": "Say Hello in Serbian",
           "video": "https://media4.giphy.com/media/f4IitLXgceg0BzXUDe/200w.gif?cid=82a1493bcb6xt
           "text": "Zdravo",
           "next lesson":"2"
14
       },
       "2":{
           "lesson_id": "2",
           "title": "Say Goodbye in Serbian",
           "video": "https://c.tenor.com/6zCJ2mbdXg4AAAAC/ciao.gif",
           "text": "Ciao",
           "next_lesson":"end"
23
41
       @app.route('/')
42
      def home():
43
           return render_template('home.html')
44
45
       @app.route('/learn/<lesson_id>')
46
      def learn(lesson id):
           lesson = lessons[lesson_id]
47
           return render template('learn.html', lesson = lesson)
48
49
50
       @app.route('/quiz/<quiz_id>')
      def quiz(quiz_id):
51
           question = quiz_questions[quiz_id]
52
53
           return render_template('quiz.html', question = question)
54
55
      if __name__ == '__main__':
          app.run(debug = True)
```

On each page, show the correct data.

Learn.html template



Say Hello in Serbian

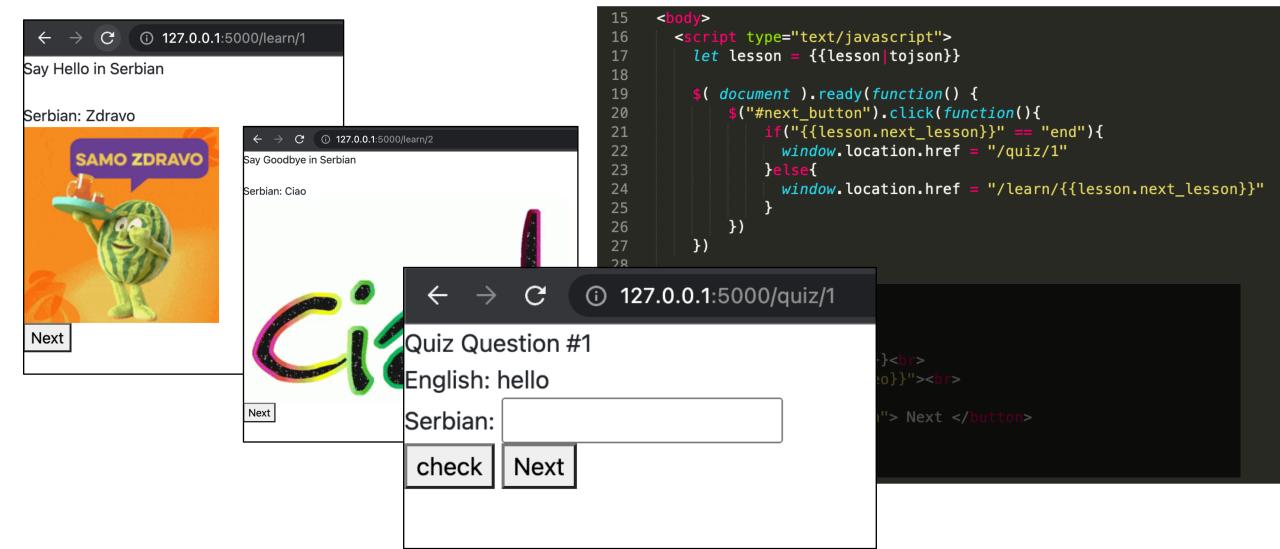
Serbian: Zdravo



```
<script type="text/javascript">
16
17
         let lesson = {{lesson|tojson}}
18
19
20
21
22
23
24
25
26
27
28
29
       </script>
30
31
       {{lesson.title}}<br>
32
       <br >
33
       Serbian: {{lesson.text}}<br>
34
       <img src="{{lesson.video}}"><br>
35
       <button id="next_button"> Next </button>
37
38
```

On each page, have logic that advances to the next state.

Learn.html template



Why is representing your application in data (rather than in HTML) so good?

Easy to change content

```
6
7 lessons = {
8     "1":{
9         "lesson id": "1",
10         "title": "Say Hello in Serbian",
11         "video": "https://media4.giphy.com/
12         "text": "Zdravo",
13         "next_lesson":"2"
```

Easy to change logic

Your biggest risk is having an end-to-end working system.

Start lesson Do lesson Next lesson logic Start quiz Quiz Logic Quiz Score



Unless you have some huge risky interactive feature!

If do you, contact your TA at once, and we'll modify HW10 for you.