

Homework 10: Paper Prototypes

Due: Friday 4/5 @ 4pm on Courseworks

Turn in one 1 pdf with your answers. You may call it whatever you like.

1. **Ideas:** Pick **two** ideas that you think could be interesting and feasible to do as your final project. Hopefully, they are from or inspired by the project ideas you came up with in HW9, but they don't have to be.
 - a. For both ideas list: (you may copy this from last week)
 - i. Who is the person this will benefit?
 - ii. What media will they interact with?
 - iii. What interaction will they have?
 - iv. What goal will they achieve? (This goal must be more than just searching data)
 - v. What will they see in order to know that their goal is achieved within in app?
2. **Personas:** for both ideas, come up with a concrete persona who would use this app.
 - a. Who is the user?
 - i. What is their first name, age, location, occupation, relation to the activity, etc. Give at least 3 pieces of information.
 - b. What is their high-level goal?
 - c. What 4 or 5 subtasks will they have to accomplish to achieve the goal.
3. **Paper Prototypes:** For both ideas, make a paper prototype that allows the user to complete all the subtasks.
 - a. Show photos of every paper prototype subtask, and a user completing it (like the lecture slides on paper prototypes). For these photos, you may be the "user" – for demonstration purposes only.
 - b. Run the prototype on at least one person. Show a picture of that person using it.
 - c. Write down 5 things that you learned while making or running the paper prototypes. We need at least one thing you learned from making it and at least one thing you learned from running it.