

Paper Prototyping

COSC 480: User-Centered Design

Madeline E. Smith

October 17, 2016

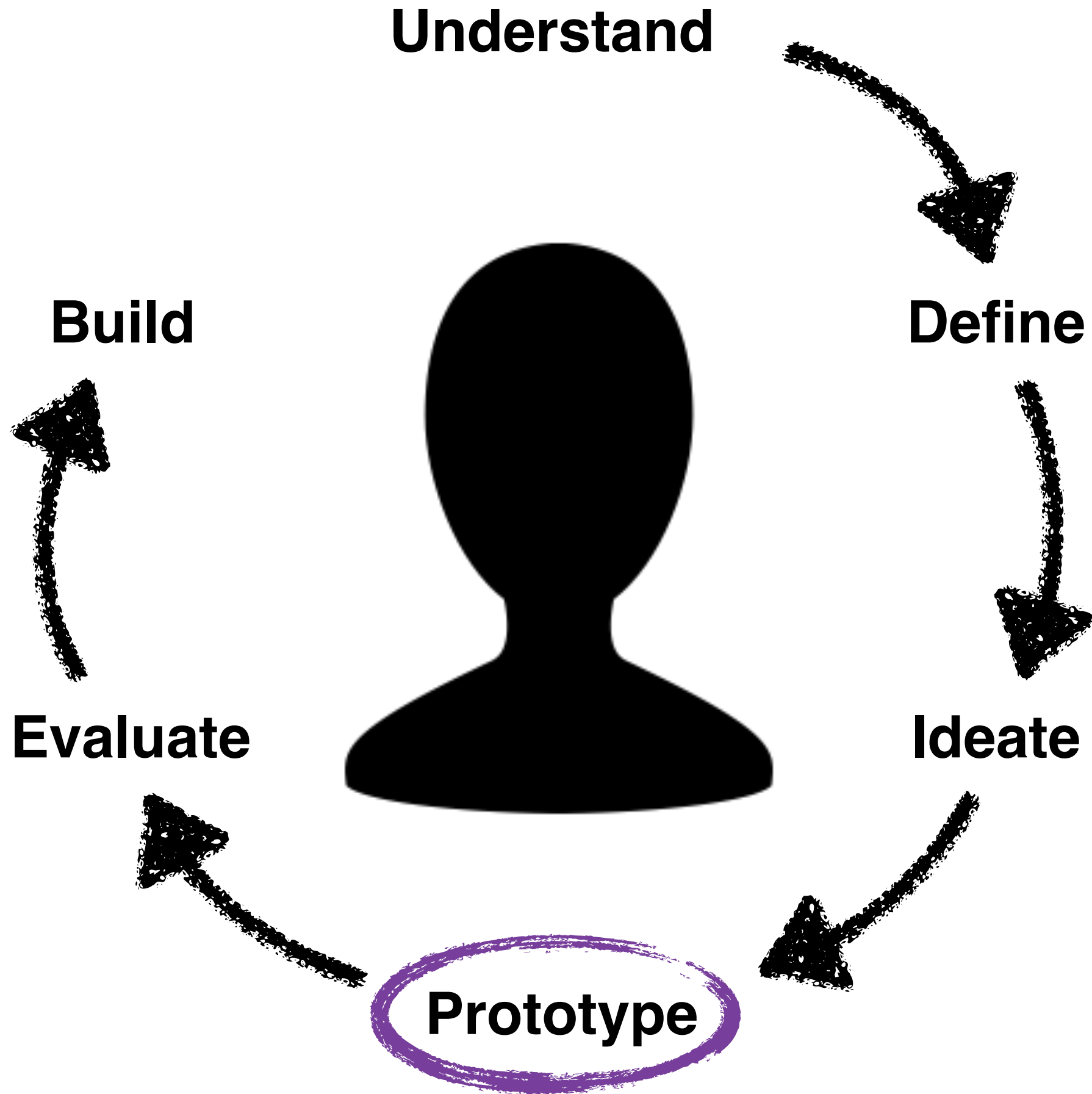
Team Meetings

- Each group will meet with me this week to discuss team progress and work so far.
 - ~~Team TBQ: Monday at 8:45am~~
 - Team Rose: Today at 4:00pm
 - Team Mango: Tuesday at 4:30pm
 - Team DirtyDevelopers: Wednesday at 8:45am

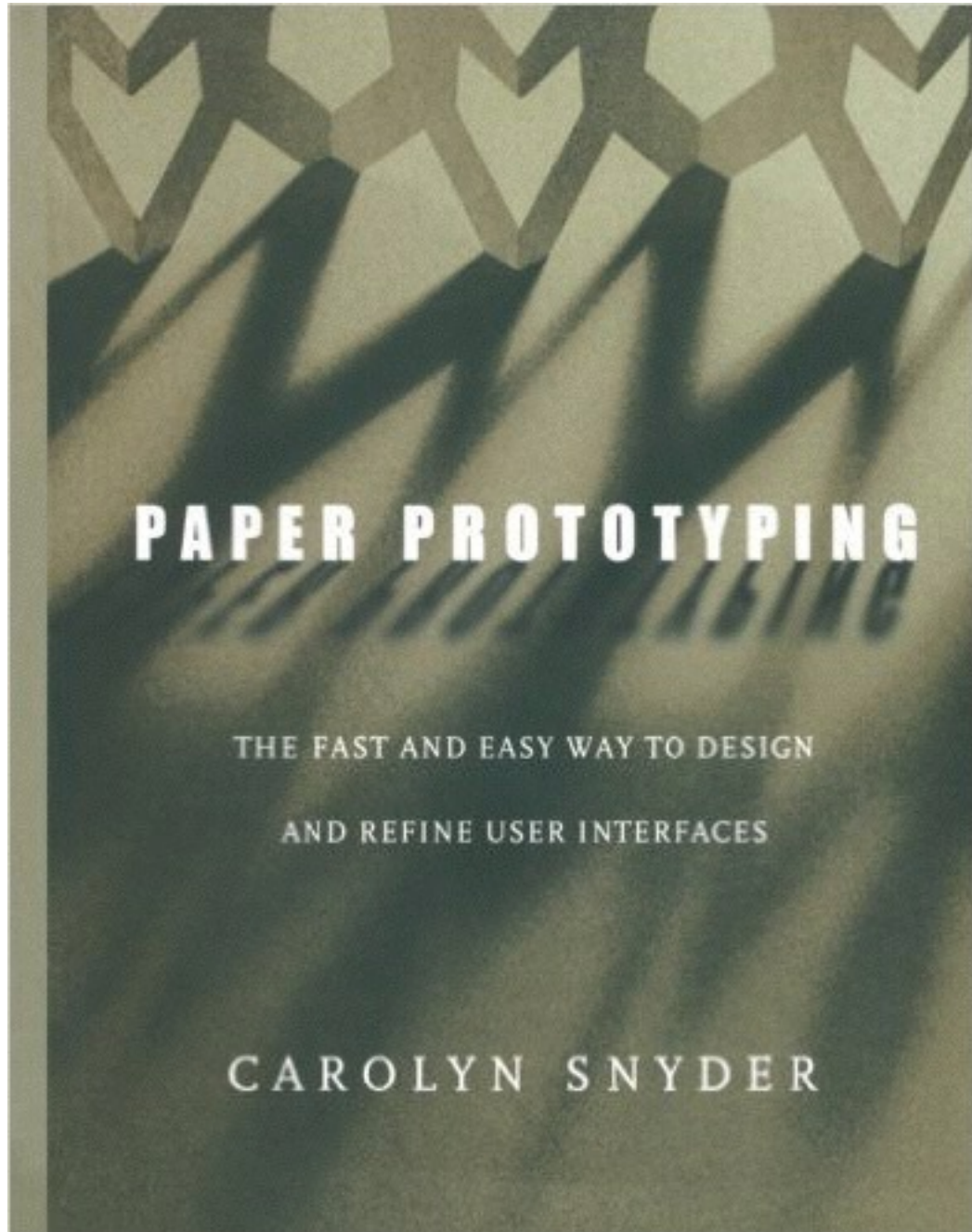
T5: Wireframes

Due **Sunday** by 11:59pm (PR5 by Monday)

1. Optional: Revise your System Concept Statement
2. Online Closed Card Sort
3. Site Map
4. Wireframes
5. Reflection & Contributions List



Paper Prototypes



Carolyn Snyder
UX Consultant

Chapter 1: Introduction
Chapter 2: Case Studies

EE App

Low Fidelity Prototype

GROUP C



0:02 / 2:51



HD



Mini Lab: Paper Prototype

- In groups of three:
 1. Choose an existing application to work on
 2. Choose one feature to focus on
 3. Create a paper prototype (outline)
 4. Test your paper prototype with a classmate

Reminder:

- Madeline is traveling for Grace Hopper this week
- No class meetings or office hours Tuesday – Friday
- Team meetings with Madeline (today or online)
- Read + post on Moodle discussions (Wed + Fri)
- Use regular class times to meet with your groups
- Include “COSC 480” in email subjects