

CS 321 HCI

Paper Prototype Assignment

Purpose: To practice creating paper prototypes and to be creative.

Activity:

1. Create a paper prototype of an application that would be a tutorial for an introductory programming student to learn about "Bubble Sort".
2. You may assume the students understand basic programming concepts such as control structures, functions, and variables.
3. Every detail does not need to be "implemented", for example some menus could be "greeked". There should be enough detail
4. Do not create anything that you are not sure whether or not it could be implemented in a two-dimensional windows environment.
5. Write a brief description of how a user would interact with your application (no longer than one page).
6. Create scenarios covering the main functionality of your application
7. Put everything in a folder so that windows, menus, and other parts stay together.