CS 321 HUMAN-COMPUTER INTERACTION
Design Project:

eFolder

"Keeping tomorrow's world leaders organized today."

Project Milestone #2:

1. Run team visioning session(s)
2. Based on design ideas create a paper prototype
3. Test paper prototype with users
   - <u>Run one paper prototype session for each team member.</u> You may use the some of the people you interviewed or you can schedule CS 140 students who had not been interviewed. Note: it is important that your test scenarios thoroughly test your application.
   - Rotate team members through the facilitator and human computer roles. <u>Each member must do each role at least once.</u>
   - <u>Do iterative refinement.</u> Be sure to note changes you make as a result of the prototyping sessions. You will report these in your final milestone.
   - <u>Video tape your paper prototyping sessions.</u>

What to hand-in
- A tested paper prototype
- The set of test scenarios
- A complete list of students that participated in your design team's interviews and prototyping sessions. Include the approximate amount of time each student spent with you.

Notes:
- Paper prototype can be made out of any material.
- Prototyping material is available in the cabinet of the HCI Lab.
- DO NOT use screen shots.
- Your design team should have most, if not all of your paper prototyping sessions done
- Videotapes will be collected at the final milestone (you must turn one in to receive a project grade).