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
   - Run one paper prototype session for each team member. 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. Each member must do each role at least once.
   - Do iterative refinement. Be sure to note changes you make as a result of the prototyping sessions. You will report these in your final milestone.
   - Video tape your paper prototyping sessions.

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).