



Low-Fi Prototypes: Exercise

Human Computer Interaction

Luigi De Russis Academic Year 2023/2024





Administrativia

• Assignment 2 is out

- Due: November 21 EoD
- It will last two labs: use those for getting as much as feedback as possible

Suggested timeline:

- First lab (November 8) → choose your tasks and work on the storyboard many already started
- Second lab (November 15) \rightarrow get feedback on the two paper prototypes

Exercise

- The following slides includes two paper prototypes from last year's course
 - BEWARE: pre-feedback!
 - **DO NOT** use them as examples of good prototypes!
- Work in groups or pairs
- Pick one of the two following prototypes at your choice
- Using the design principles discussed in class and the tasks reported for each prototype:
 - o criticize the paper prototype
 - $\circ~$ make a list of pros and cons for the design

Prototype 1: Math-ilo tu!

- Value proposition: Turning Math into Reality
- Goal: to support <u>elementary school teachers</u> teaching math
- Tasks:
 - Simple: Choose the most suitable way to represent and analyze a math problem
 - Moderate: Personalize the problem according to children's preferences for a more engaging analysis
 - Complex: Show different step-by-step resolutions of the math problem to facilitate students' comprehension
- Prototype: <u>https://polito-hci-2023.github.io/materials/slides/05b-exercise/01a-math-ilo-tu-prototype.pdf</u>
- Flow diagram: <u>https://polito-hci-2023.github.io/materials/slides/05b-exercise/01b-math-ilo-tu-prototype-flow.pdf</u>

Prototype 2: TouchGrass

- Value proposition: *Take a rest.* Enjoy your meal!
- Goal: to disconnect from work during mealtime
- Tasks:
 - Simple: Restrict work related phone usage at the beginning of a mealtime
 - Moderate: Earn rewards after disconnecting for some hours
 - Complex: Become a reward provider as a company
- Prototype: <u>https://polito-hci-2023.github.io/materials/slides/05b-exercise/02a-touchgrass-prototype.pdf</u>
- Flow diagram: <u>https://polito-hci-2023.github.io/materials/slides/05b-exercise/02b-touchgrass-prototype-flow.pdf</u>

Human Computer Interaction

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