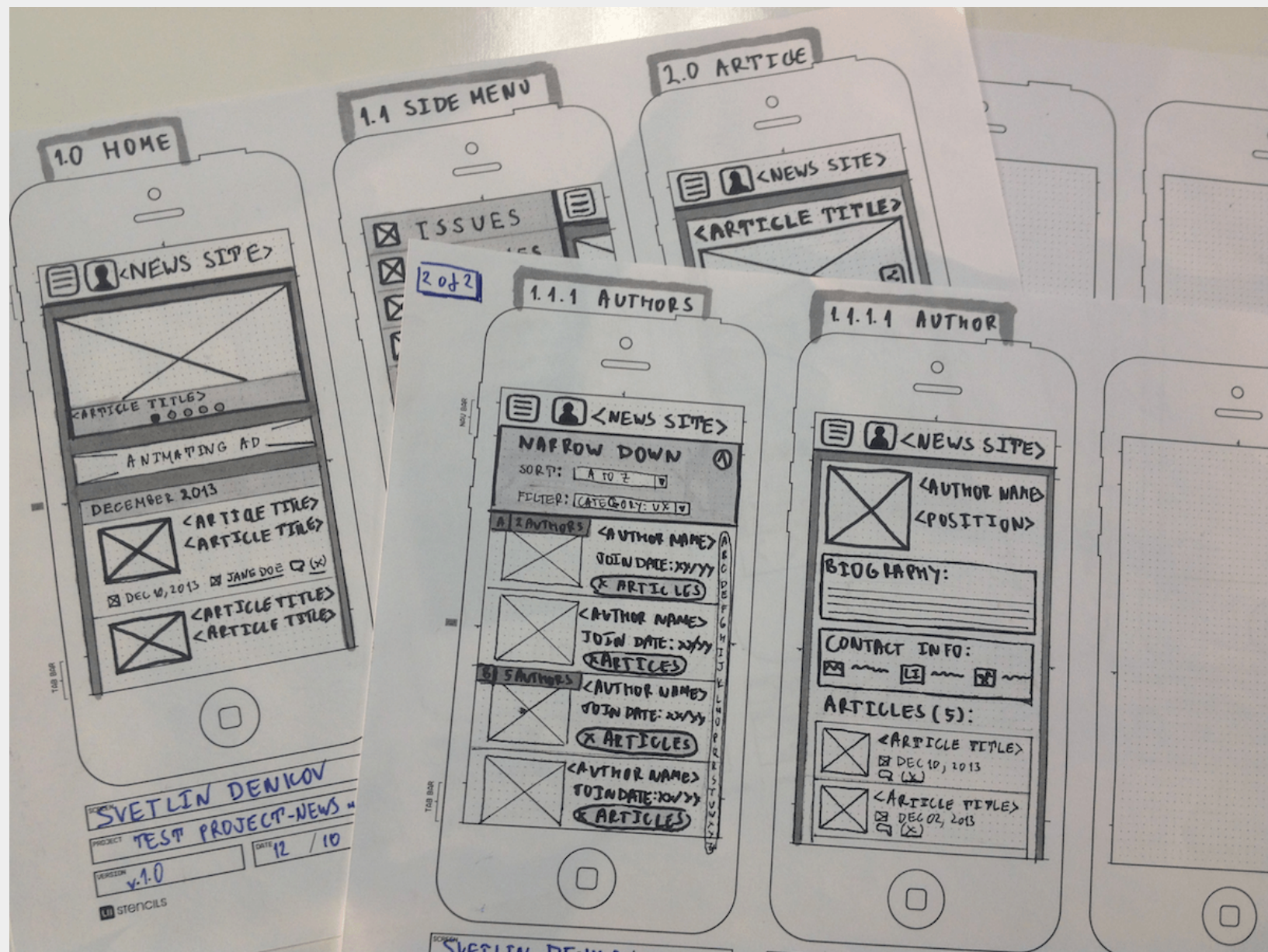# HUMAN COMPUTER INTERACTION

PART 2 — PROTOTYPING

SKETCHES

fast, cheap, easy to present
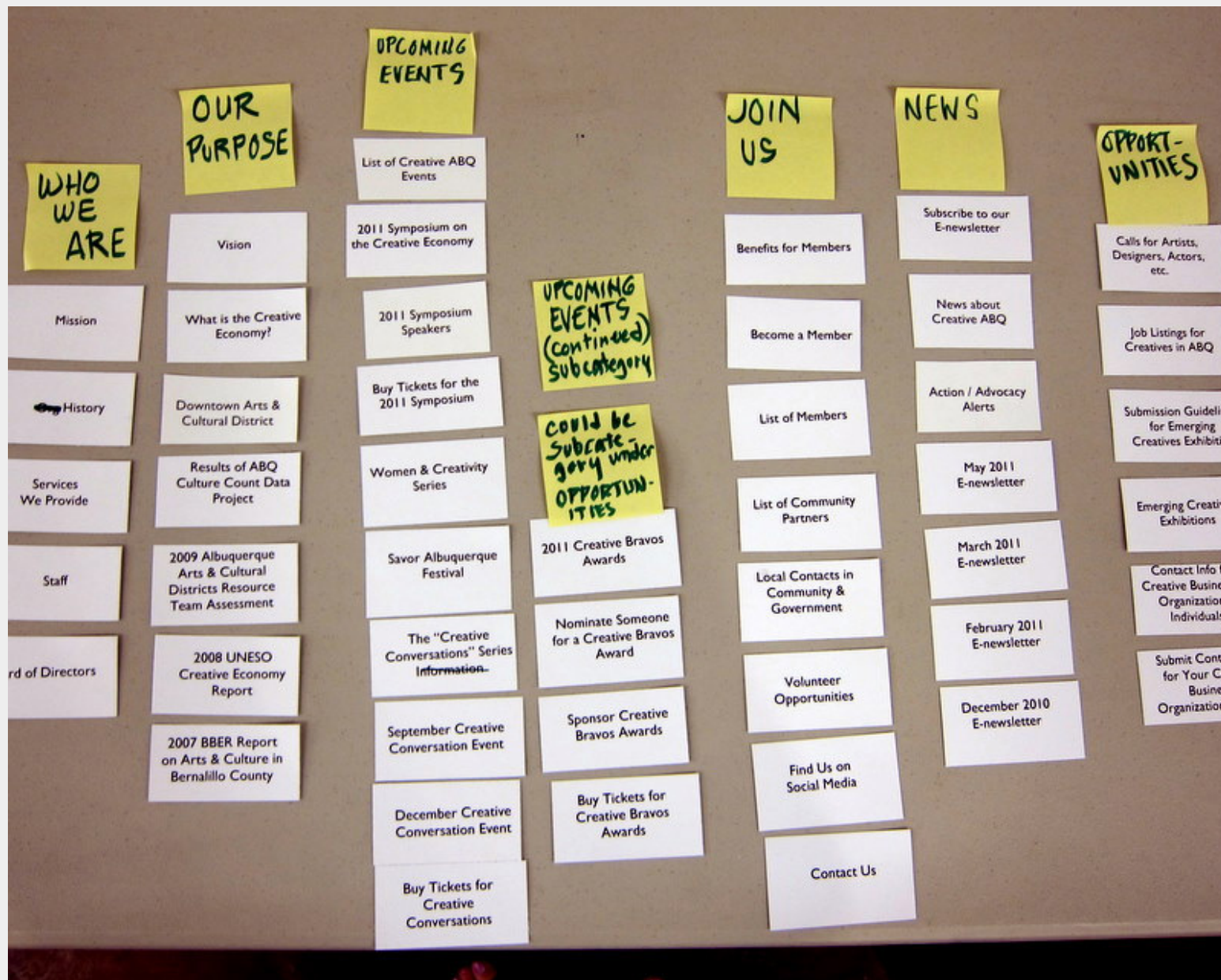
wireframes, simulation of functionality

imperfect and colorless — true feedback

sketch — test — record — throw away and repeat

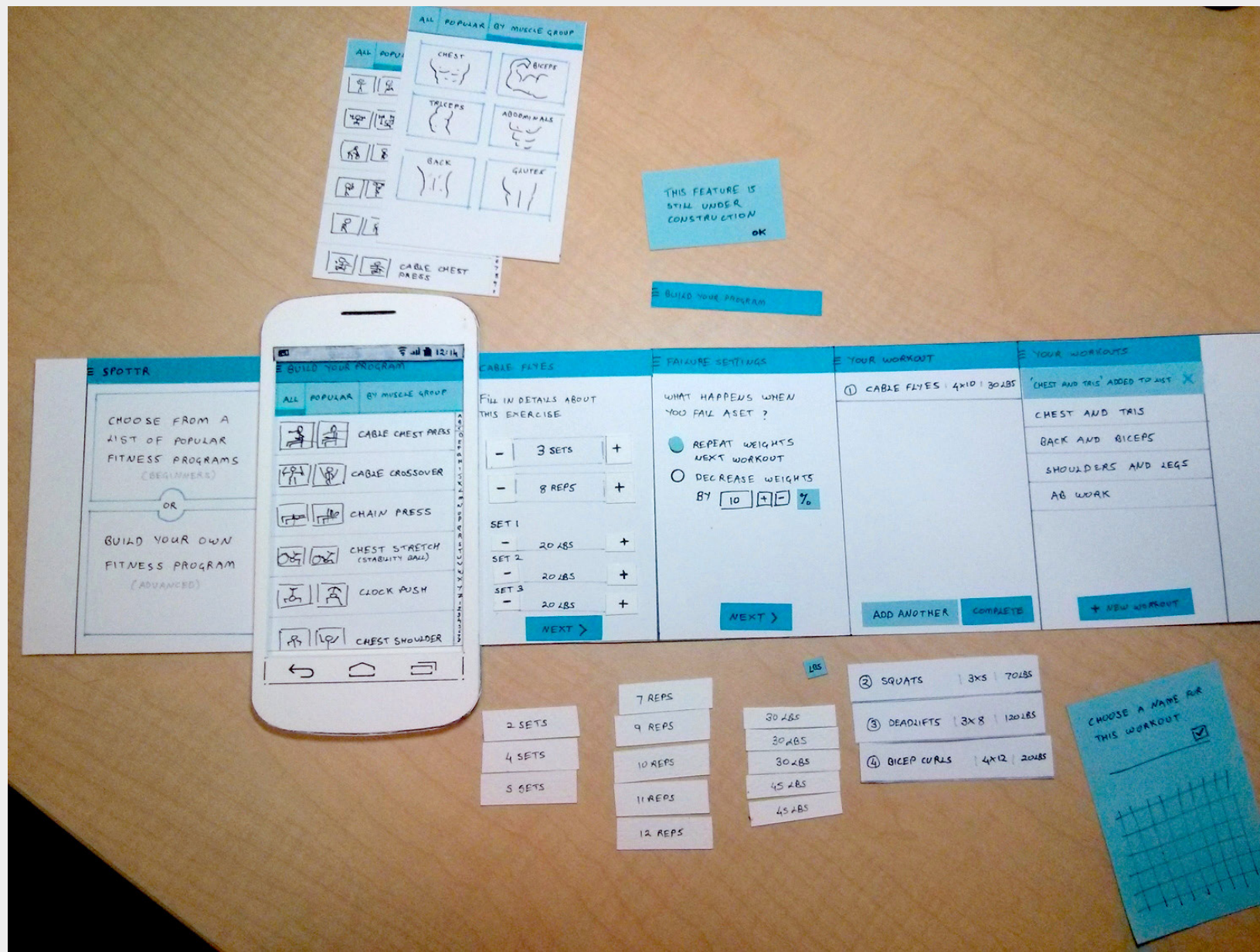# it's important to test ideas with real users as early as possible

CARD SORTING

organize content into categories

open/closed card sorting

creating the web/app structure

labeling categories and navigation

what category would you put the melon in?

PROTOTYPES

holdable prototype (paper, plastic, cardboard...)

fast testing of "real" use (imperfect & colorless)

horizontal — broad view of an entire system

vertical — detailed view of one function (scenario)

VIDEO!

https://youtu.be/x48qOA2Z_xQ

NOW!

sketch app which controls air fresheners in your house, test it with classmates

we will check all required parts of your homework

you'll get the points

HOMEWORK!

1 — sketches on paper

2 — holdable prototype*

***one horizontal & two vertical prototypes for chosen scenarios**