

Paper Prototyping

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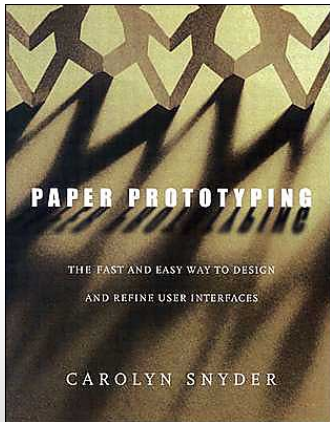
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**Human
Computer
Interaction**



Paper Prototyping:

The fast and easy way to design and refine user interfaces



What is paper prototyping?

Carolyn Snyder's definition:

Paper prototyping is a variation of usability testing where representative users perform realistic tasks by interacting with a paper version of the interface that is manipulated by a person "playing computer," who doesn't explain how the interface is intended to work.



What paper prototyping isn't

Compositions. Compositions (“comps”) are visual representations that show the look of the interface, including colors, fonts, layout, logos, artwork, etc. Comps are used for visual design but aren't suited for usability testing because they are not interactive.

Wireframes. A wireframe shows the page layout of a website, showing what content goes where. The lack of real content makes wireframes unsuitable for usability testing.

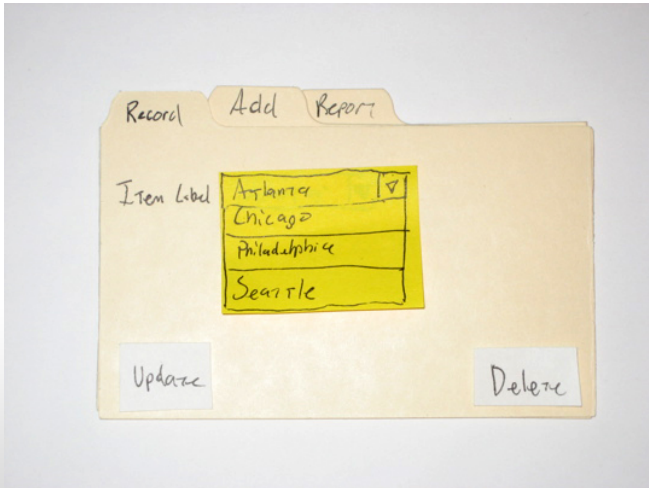
Storyboards. A storyboard is a series of drawings or images that represents how an interface would be used to accomplish a particular task. Again, since users can't interact with the storyboards, Snyder does not consider them to be paper prototyping.



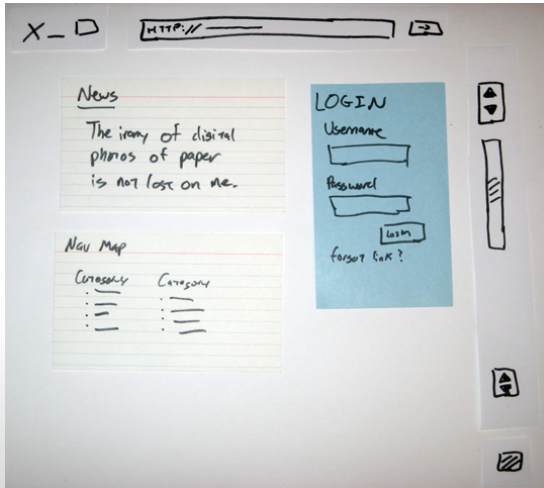
Tabs and combo boxes



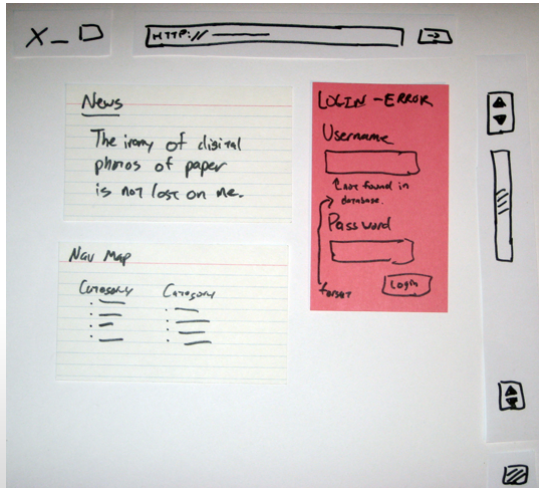
Tabs and combo boxes



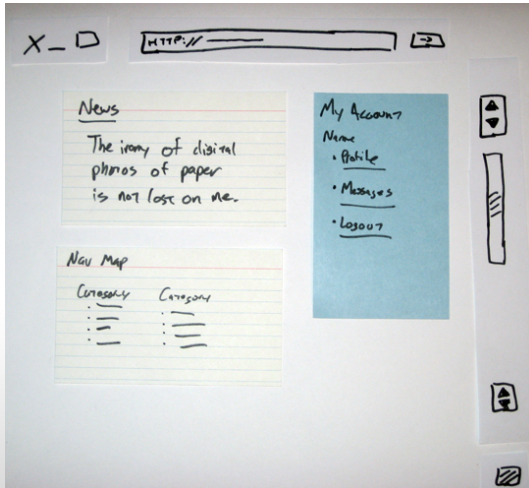
Login process



Login process



Login process



When paper isn't ideal

Paper prototyping won't help you uncover the following problems:

- ▶ how long a screen takes to load or refresh
- ▶ horizontal and vertical scrolling on a website
- ▶ issues with specific colors, images, and fonts





Key points

- ▶ Paper prototyping provides a fast and cheap way to test many user interactions.
- ▶ The lack of user interaction differentiates paper prototyping from compositions, wireframes, and storyboards.
- ▶ There are still problems that paper prototyping won't help you uncover such as: time delays, scrolling, colors, images, and fonts.



References

-  Snyder, Carolyn (2003). *Paper Prototyping: The fast and easy way to design and refine user interfaces*. San Diego, CA: Morgan Kaufmann. ISBN: 1558608702.
<http://paperprototyping.com/>.
-  Medero, Shawn (2007). "Paper Prototyping." Available online at <http://alistapart.com/articles/paperprototyping>.



Questions?

