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# 02JSKXX - HUMAN COMPUTER INTERACTION

## LAB 3 - STORYBOARDS AND PAPER PROTOTYPES

This lab bootstraps the work needed for Milestone 2 (M2), by asking you to create a few storyboards and paper prototypes of your (future) web application. The lab should be completed as a group. You can use all the three hours devoted to Lab 3 (i.e., two weeks) to start working on M2 and complete it in the following days. The milestone needs to be submitted by *November 11, 2020* on the GitHub repository assigned to your group, by following the [Markdown template](#) available in the course website.

### GET STARTED...

In the spirit of repeated iteration, after reading this document and only if needed, slightly revise **the short paragraph** about the project description you prepared for Milestone 1. As a reminder, that paragraph should describe how your project would *address* one (or two) *deep user needs*, by including your personal take on suitable *strategies* to adopt, again without offering any specific and concrete solutions.

### STORYBOARDS

Starting from your project description, prepare a design idea that respect your description to address the identified user need(s). Illustrate this idea with a **storyboard**. The storyboard should **explore a way** of satisfying the goal specified in the project description.

As a reminder, a good storyboard should clearly demonstrate who the user is, the usage situation, and the user's motivation for using the interface/system. However, it should not show a specific user interface design: if you need to include an app screen, always keep in mind that the details shown on screen are not relevant, only what those screens enable the user to accomplish is. Storyboards were covered in the [Prototyping](#) lecture (slide 16-25). For this lab, you are expected to create a "traditional" (i.e., comic-strip-like) storyboard.

The storyboard should include 4 to 8 panels and fit on one A4 paper. Try to stay within one sheet of paper: use a second one *if and only if* you really need the space! It is also a good idea to use a black **thick pen** to draw your storyboard: this trick helps you in not focusing on details, while keeping the final result more visible once in digital format.

Once you have realized the storyboards for your project, create (and save!) a digital version of the storyboard, either as a photo or a scan. It will be required as part of the milestone.

### PAPER PROTOTYPES

Now make **two paper prototypes**. Each prototype should clearly connect to your project description, but in a divergent and different way, and build upon the storyboard. This means that the two prototypes should **explore different alternative ways** of satisfying the **same** goal specified in the project description and depicted in the storyboard.

As a reminder, a paper prototype concretely shows all the fundamental elements, the major functionality, the main “screens” of a user interface, but it is realized with pen and paper and it is hand drawn. Paper prototypes were covered in the [Prototyping](#) lecture (slide 39-49) and they are really effective for rapid ideation.

In general (and for this lab!), it is important to create **hand-drawn** paper prototypes (no computers, no printers!): in this way, you can focus on the concepts, on the information architecture, on the main functionality, and not on fine-tuning the pixels representing the shadow of a button. Paper prototypes should be in **black and white**, since you do not need (nor want) to focus on visual design aesthetics (yet).

To realize your paper prototypes, target the *main device* you previously identified (smartphone, tablet, ...). The realized paper prototypes should be **complete enough** for allowing teachers to understand the essence of your application and to guide a hypothetical new user through each task/step. A prototype can contain *entire screens*, useful to show the initial state, or “*cutouts*”, which are more appropriate for dynamic UI elements (e.g., dialog boxes or some particular menu items). Again, small details are not important right now (e.g., the copyright policy page or the cookies banner) and do **not need** to be included.

The interface depicted in your paper prototypes should, finally, enable your target users to navigate, recover from errors, and change their minds. You should write some captions to explain the high-level flow of each “screen” of your paper prototype, so that it is easier to understand how it works. Ideally, a developer should be able to use your prototype to create a functional app with a defined flow.

As for storyboards, create (and save!) a digital version of your paper prototypes, either as photos or scans. They will be required as part of the milestone.

## PROTOTYPE SELECTION

Now, **pick the single best of the two prototypes**. Make a *list of pros and cons* for each prototype and give the *reasoning* for your choice: they could stem from a quick trial with 1-2 people, from a motivated design reasoning/intuition (e.g., according to some [guidelines or principles](#)), or from a combination of both.

If it makes sense, you can also consider moving some features from one prototype to the selected one (for instance, if this minimizes some disadvantages of the selected prototype). In this case, report any change that you plan to perform.