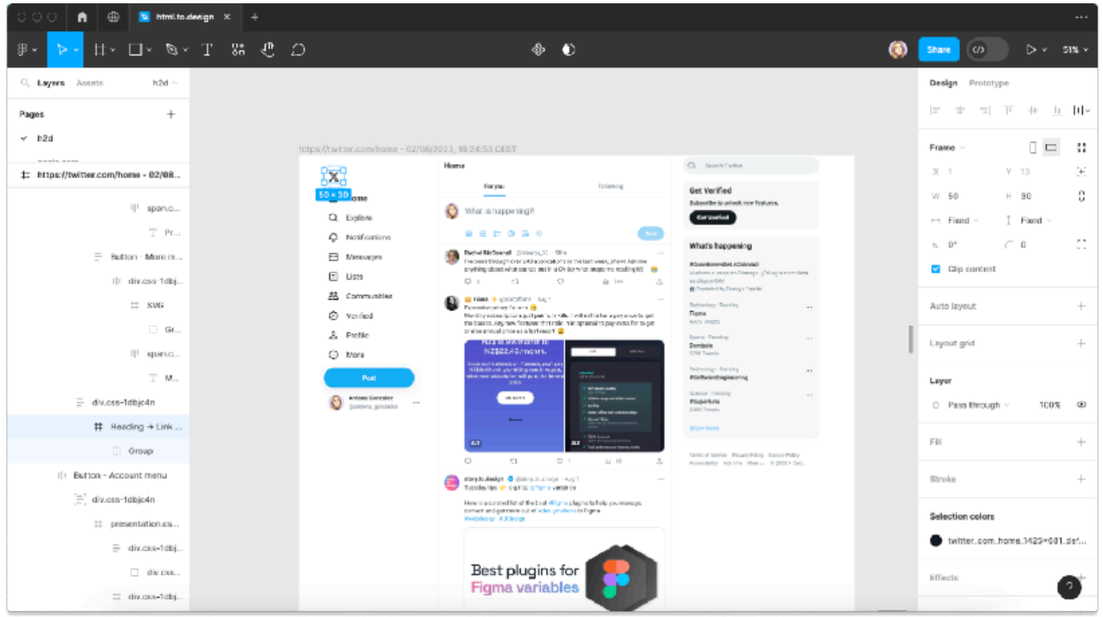
CS122 Class 16: Paper prototype eval & Figma workshop



Class 16 agenda

- Zipcrit
- Studio: Evaluating your paper prototypes
- Break
- Studio: Figma workshop

Evaluating your wireframe paper prototype

Qualitative evaluation strategy: cognitive walkthrough

- A cognitive walkthrough requires a **prototype** and a **goal**
- Ask users to “**think aloud**” to understand what is going on cognitively
  - The user should not be silent. They should ideally always be talking!
    - “So I’m clicking this button because…”
    - “Okay, I’m not sure what to do here. My best guess is that I want to click [X] because I think it would [Y]…”

Your turn: paper prototype

Remember to take photos and write notes in your design documentation!

- Find a group to swap with. Group B uses Group A's prototype first, and then we switch. After both groups are done, find a new pair and continue.
- Roles
  - Group A - WoZ computer: **Computers cannot speak or explain any UI elements** and can only **prompt the user with a goal** and switch out UI elements according to user interaction.
  - Group B - User: use the prototype and think aloud
  - Groups A & B - Observers: take copious notes on the interaction, write your takeaways/analysis of the situation. What is easy for users to do? What do they struggle with? Remind users to think aloud!
  - After the interaction is completed, anyone can give general feedback/thoughts
- Move on at 11:35 (take a break at 11:30)

Figma Workshop

Tutorial: Interactive Figma Prototypes

- WoZ examples!

Activity: Interactive Figma Prototypes

- Make two buttons in Figma, such that clicking on Button A does X and clicking on Button B does Y. Some examples:
  - Button A —> Switch to Home page (X), Button B —> switch to About page
  - Button A —> Go to page 2, Button B —> Go back to page 1

Milestone 5: WoZ prototype in Figma

Milestone 5: Wizard-of-Oz Prototype

At this point you've made a wireframe paper prototype of your most important goal. Hopefully you have iterated on your designs and ideas based off of initial feedback and in-class user tests. In this milestone, we'll flesh out the full tool in Figma as well as plan metrics to gather during our in class evaluation on Weds, November 6. Your Wizard-of-Oz prototype should focus on *breadth over depth* (so show the range of all possible interactions, but it's OK to have canned user inputs).

The learning goals of this milestone are to engage in the design process to have a working, high-fidelity WoZ prototype to test with your classmates.

We're going from

low to high fidelity!

Step 1: Breadth wireflow

While you now have a better idea of how one interaction works, it's time to flesh out the full interaction for your tool. Before diving into Figma, I recommend discussing and agreeing as a group on flow-based wireframes (a wireflow) for your entire tool. Basically, take what you did for Milestone 3 but flesh out the wireflow for the other main user goals as well. Plan out how your tool works. What is the screen users see when they first open the tool? What are all the tasks you want to support, and how do users transition from one screen to another?

Class 16 recap

- TODOs for next week
  - Mon 3/30: Milestone 4: Introduction draft
  - Weds 4/1: RRs, seminar from Claudio & River