Lo-Fi Prototype Variations: Video Prototype Case Study

- The Interaction Museum (http://insitu.lri.fr/imuseum)  
  W. Mackay & M. Beaudouin-Lafon
  - Design exercise: Four groups created video prototypes of potential user interfaces for
    - Users
    - Contributors

See videos at http://insitu.lri.fr/imuseum/symposium1-results.html
Lo-Fi Prototype Variations: Video Prototype Case Study

- The Interaction Museum (http://insitu.lri.fr/imuseum)
  W. Mackay & M. Beaudouin-Lafon
  - Design exercise: Four groups created video prototypes of potential user interfaces for
    - Users
    - Contributors
  
  ![User's perspective](http://insitu.lri.fr/imuseum/symposium1-results.html)

See videos at http://insitu.lri.fr/imuseum/symposium1-results.html

---

Lo-Fi Prototype Variations: Wizard-of-Oz Live Video Prototype

- Based on “Wizard of Oz” approach to computer-based simulation: Remote “wizard” at computer A responds to participant’s interactions at computer B
  - Often used for typed or spoken command language UIs
  - Participant is unaware that wizard is human

![Contributor's perspective](http://insitu.lri.fr/imuseum/symposium1-results.html)
Lo-Fi Prototype Variations:
Wizard-of-Oz Live Video Prototype

- Paper prototype variation
  - Camera captures remote paper prototype manipulated by wizard
  - Participant interacts with display showing camera image
  - Camera or mouse/touchscreen captures participant’s interaction, which is displayed to wizard
  - Wizard manipulates prototype in response
    - Can freeze camera image during a manipulation
    - Can cut to different cameras or “canned” images/animations

Lo-Fi Prototype Variations:
Prototyping Software

- E.g., myBalsamiq
  - Create wireframe “mockups” from widgets and link them together

http://balsamiq.com
Lo-Fi Prototype Variations: Prototyping Software

- E.g., myBalsamiq
  - Present wireframe "mockups", following links, and making further changes

Presenting full screen

http://balsamiq.com