Lo-Fi Disadvantages

- Rough appearance
  - Cannot be used to find problems with low-level appearance/layout
  - Might be misinterpreted by outside experimental participants as reflecting poorly on future product or company
- Does not reflect real interaction/response times
- Human computer may improvise logic that is hard to replicate in code
- Does not find other problems experienced only with real computer-based components
- Limited scenarios may miss many problems that occur outside those scenarios
Lo-Fi Prototype Variations: Revising an Existing UI

- Print out screen grabs of existing UI
- Use Post-it notes/overlays/… to make incremental changes
- Test as paper prototype

Lo-Fi Prototype Variations: Video Prototype

- Use camera/phone to record sample interactions
- Create noninteractive “concept video”
- Use simple editing effects
  - Cuts
    - Allow interactions to be shown at correct speed
    - Temporally edit out human computer’s manual interventions
  - Close ups
    - Concentrate on one portion of display
    - Spatially edit out human computer’s manual interventions
- Act out your personas/scenarios to show the human context in which the interactions fit

A video about making video prototypes: Using Video to Support Interaction Design
http://www.youtube.com/watch?v=LK/jfo_B9tY
Lo-Fi Prototype Variations: Video Prototype Case Study

- The Interaction Museum
  - W. Mackay & M. Beaudouin-Lafon
  - Online “exhibit” of interaction techniques and systems for HCI community
- Users
  - Browse
  - Contribute
  - Review

Design exercise: Four groups created video prototypes of potential user interfaces for
- Users
- Contributors
Lo-Fi Prototype Variations:
Video Prototype Case Study

- The Interaction Museum
  W. Mackay & M. Beaudouin-Lafon
  - Design exercise: Four groups created video prototypes of potential user interfaces for
    - Users
    - Contributors

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
  - Participant is unaware that wizard is human
  - Often used for typed or spoken command language UIs
Lo-Fi Prototype Variations: Wizard-of-Oz Live Video Prototype

- Adapted for paper prototypes
  - Wizard manipulates paper prototype, moves out of way
  - Camera captures paper prototype
  - 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://mybalsamiq.com
Lo-Fi Prototype Variations: Prototyping Software

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

As shown here, in the in-class demo,
- "Show Linking Hints and Cursor" was on, displaying the pink link highlights, large blue cursor, and link name previews.
- "Show Graph Paper" was on.

To keep each mockup in the same place when presenting, place all widgets within an outer "container" widget, as shown here.

Presenting full screen

Here, we've linked the image highlighted in pink to a mockup in which the image has scaled up. Clicking on that image leads to the next screen.

Presenting full screen