

Assignment 2 – Storyboards and Prototyping

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March 15, 2016

Days and Topics

March 1	Administrative Stuff, Intro to Designing Interactive Systems
March 8	Understanding Context of Use – Assignment 1 Handed Out
March 15	Prototyping and Iterative Evaluations – Assignment 1 Deadline (before/in lecture) – Assignment 2 Handed Out
April 12	Participatory Design (Theory and Workshop) – Assignment 2 Interviews with Tutor (throughout the day)
April 19/21	(maybe guest lecture on April 21, lecture on April 19 will be cancelled)
April 26 (10-13)	Evaluations Workshop (Cognitive Walkthrough, Observation and post-hoc discussion of prototypes – Assignment 3) – Assignment 4 Handed Out
April 28 (9-14)	Android Sensing / Context-Aware Interactive Systems Tutorial Day (different room)
May 3	Ubiquitous Computing, particularly Ubiquitous User Interfaces
May 10	Questions on Programming to Tutor
May 24 (10-13)	Presentations 1 (Assignment 4)
May 31 (10-13)	Presentations 2 (Assignment 4)

Assignment

1. Go through your observation and interview
2. What is the pain point – the problem that you want to address? **Document this in a storyboard. (20%)**
3. How would you recognise that a system solves the problem? Document this in a **second storyboard. (20%)**
4. Develop **two solution ideas (30% each)**
 - You only get points for both if they are sufficiently different – not just an Android app instead of a webpage!!!
 - **Document the solution ideas as paper prototypes.** For submission, explain the paper prototypes in short sentences (even though there will be face-2-face interviews with the tutor)