

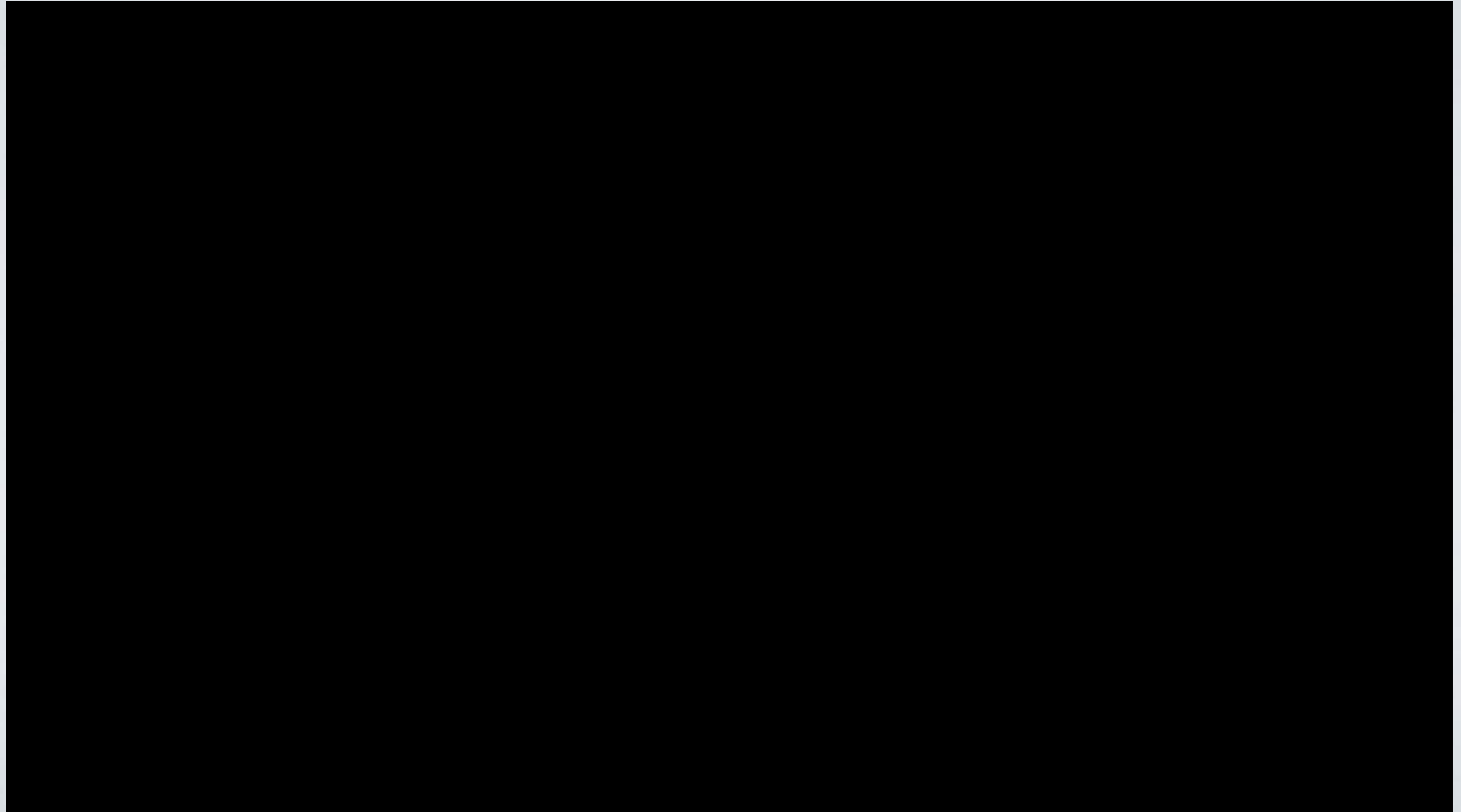


The image shows a collection of hand-drawn wireframe sketches for a user interface, laid out on a piece of paper. A black pen is resting on the sketches. The sketches include various elements such as a header with the text "Existing Name", a "Filter" button, a "Filter by" section, and a grid of items, each with a star icon and the text "TAX". The sketches are arranged in a way that suggests a flow or a sequence of design iterations.

PAPER PROTOTYPING

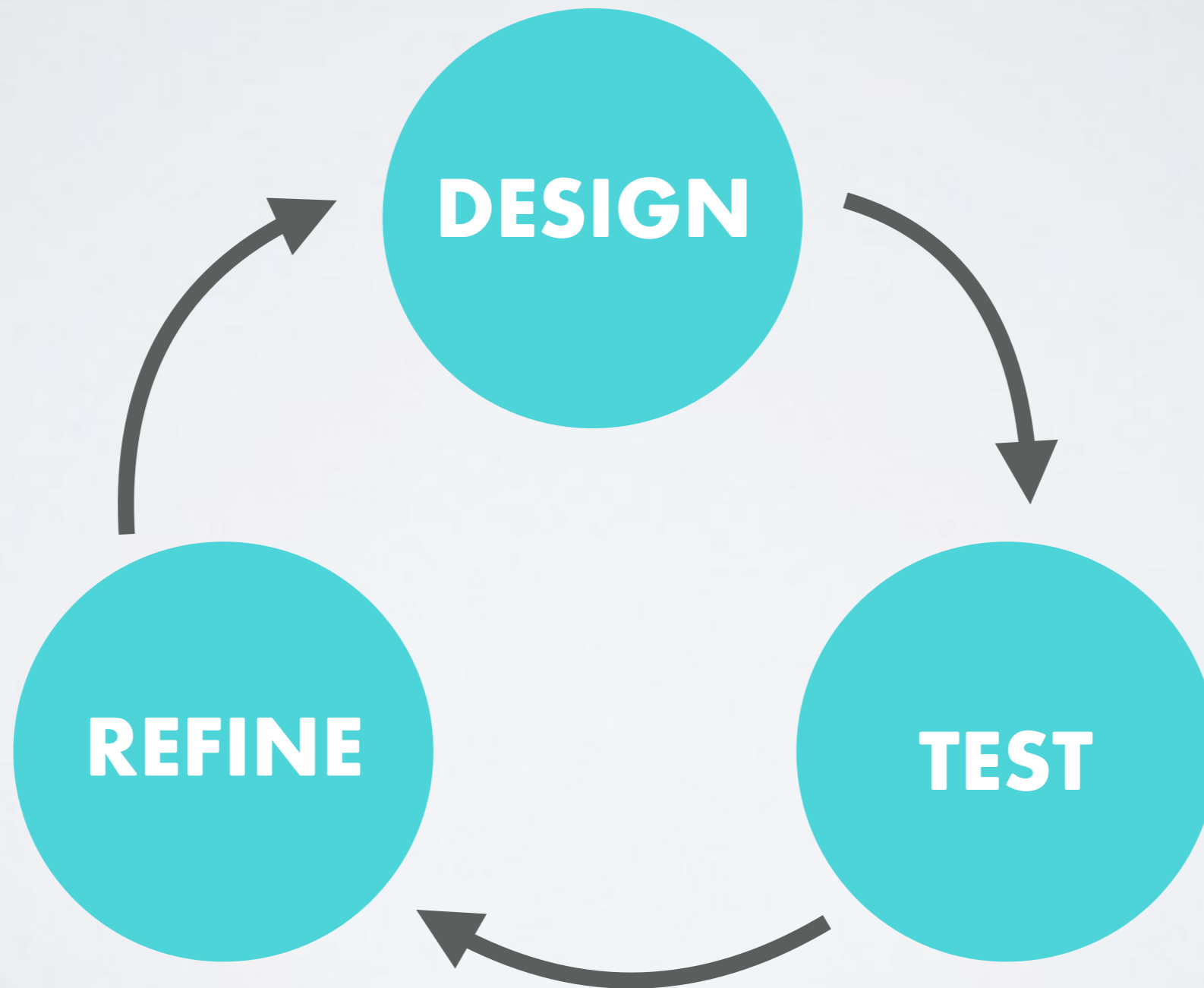
WHAT IS A **PROTOTYPE**?

Prototypes are a core means of exploring, testing, and evaluating aspects of an interactive product.



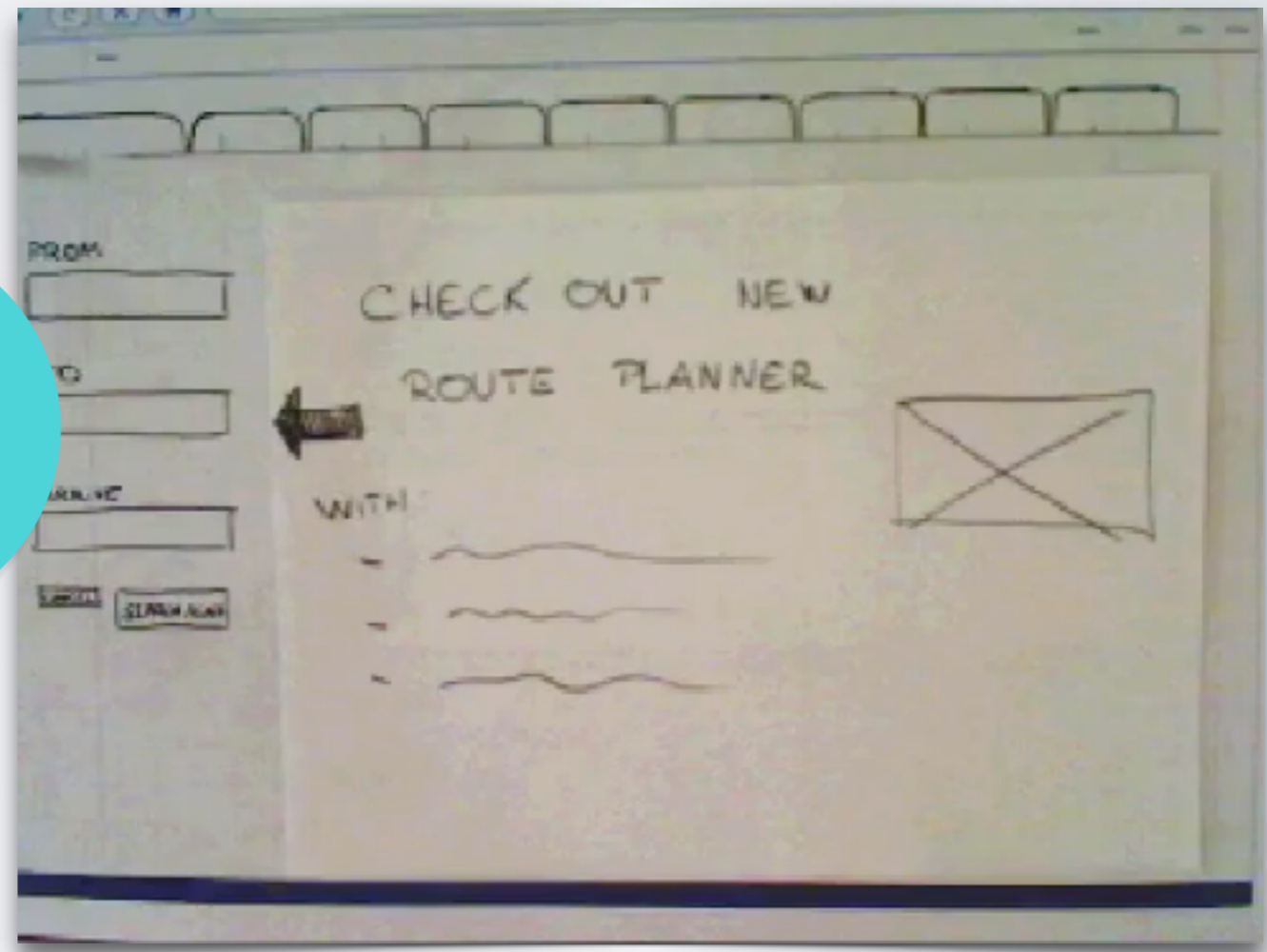
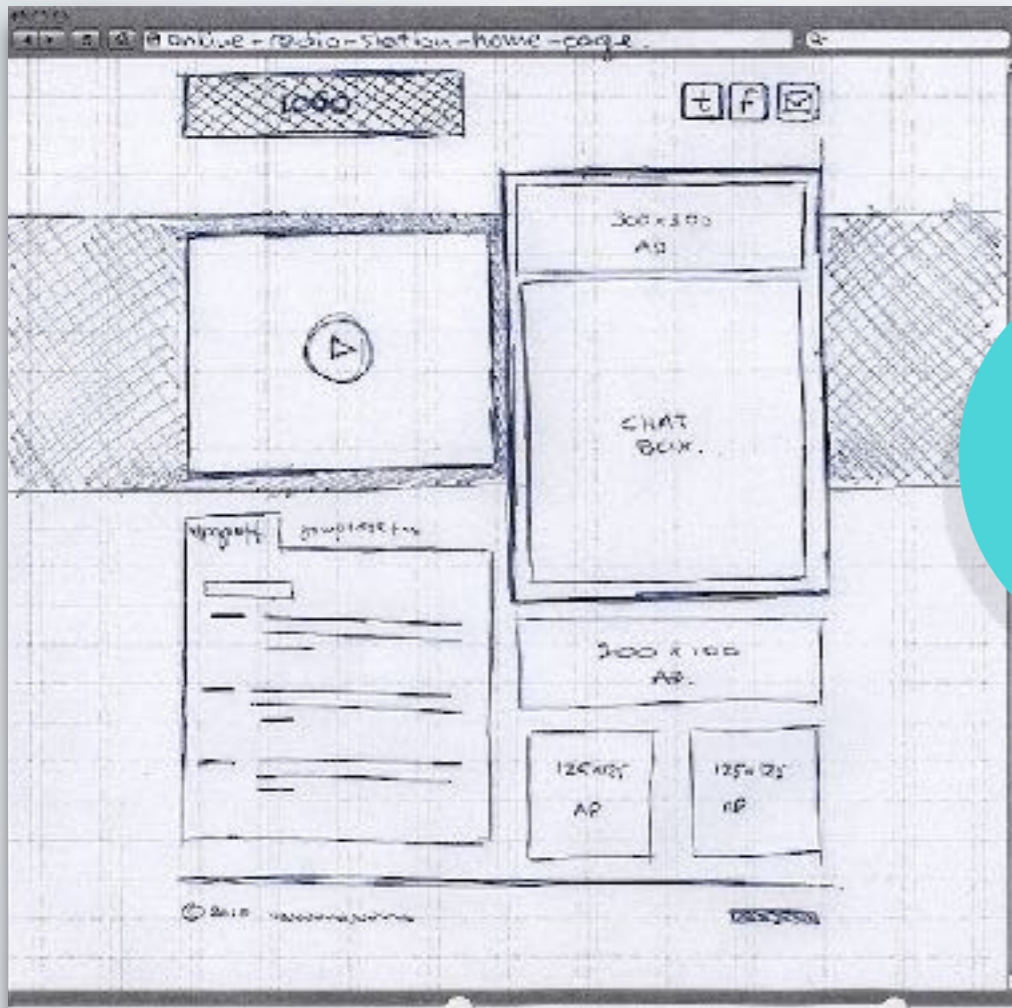
ITERATION

Interactive prototypes are created with a series of usability tasks for users to give feedback on the product design. This feedback will be incorporated into the next revision of the design.



WIREFRAMES ARE NOT THE SAME AS PAPER PROTOTYPES

... even when they are sketched on paper



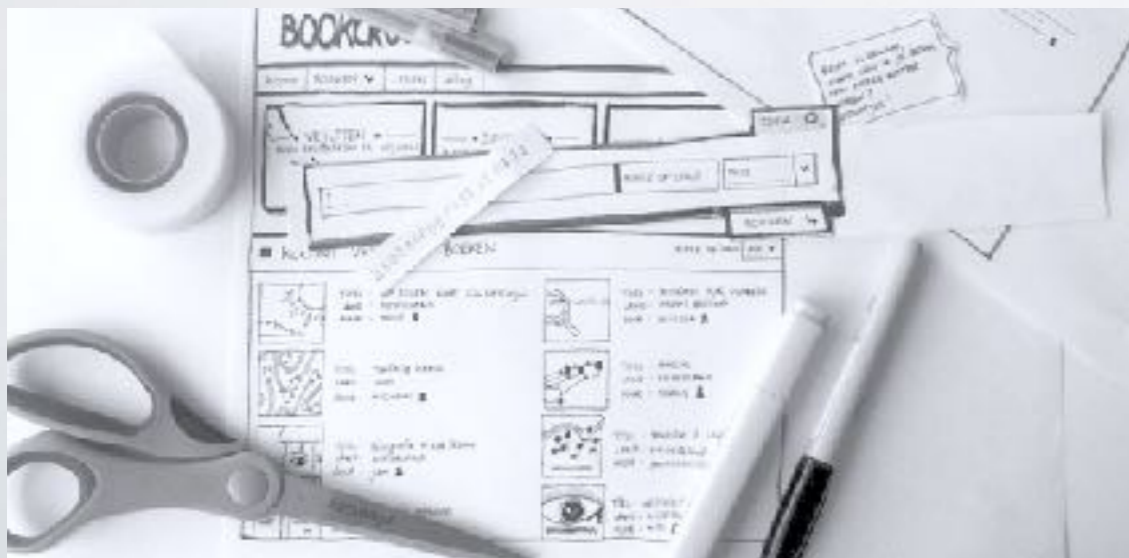
WHAT IS A **PAPER PROTOTYPE**?



Paper: Comes from trees.
We write, draw or print on it.




Prototype: A primitive form
of a product to test a concept
or process.



Therefore... **Paper Prototyping**
is the act of creating a primitive
form of a product out of paper.

WHAT IS A **PAPER PROTOTYPE?**


*Paper prototyping is the first time in the **user-centered design process** that you put together the elements of your new interface design, in a way that approximates what users would see on screen*


[DONATE](#) [About](#) [Help for Staff + parents](#) [Contact](#) [EARN MORE](#)

[HOME](#) [TWEETON CHILDREN'S CENTRE](#) [MOORLANDS CHILDREN'S CENTRE](#) [FAMILY SERVICES](#) [NEWS + EVENTS](#) [GET INVOLVED](#) [DONATE](#)


Providing Children's Centres and family services in the community

ANNOUNCEMENT: All centres open today despite weather conditions




What's on this week:


MON 12 th	BABY CLINIC
TUE 13 th	LITIGIOUS APPEAL BEEPIN BUNDS AND BARS
WED 14 th	HEALTH VISITOR CLINIC
THU 15 th	CHILDREN'S GROUP
FRI 16 th	JOB CENTRE PLAN
SAT 17 th	
SUN 18 th	




Twitter children? [Go to](#)




Moorland Children's Centre



Family Services

What is a Children's Centre? 

We're a Sure Start Centre! Find out what this means... 

Would you like to find out more?


[Home](#) [Tweerton Children's Centre](#) [Moorlands Children's Centre](#) [Family Services](#) [News & Events](#) [Get Involved](#)

Providing Children's Centres and family services in the community



Upcoming events:

- Bumps and Babies-Annexe
- Bumps and Babies-Moorlands
- Christmas Show - Moorlands
- Carols by candlelight
- Stay and Play-Annexe

[Add your own](#)



First Steps
Tweerton
Children's Centre



First Steps
Moorlands
Children's Centre



First Steps
Family Services

From small beginnings as a neighbourhood nursery set up in Tweerton over 18 years ago, First Steps is now one of Bath's largest voluntary organisations.

We provide 110 full day care places in two Children's Centres and a range of related family support services.

First Steps has established a national reputation for the quality of the services it provides to children and families and we employ over 50 people.

If you are interested in working for First Steps (Bath) please view our [current vacancies](#).

As a registered charity, Social Enterprise and company limited by guarantee, our work is governed by a Board of Trustees comprised of local professionals from a range of disciplines and parents who use our services.

We run Sure Start Children's Centres! Find out more...



We are a Social Enterprise. Find out more...



Did you know?

The Early Years provision at First Steps Moorlands Children's Centre has been awarded "Outstanding" in all areas by Ofsted

What do people say about us?

"(Our son) has really flourished (at Moorlands Children's Centre) and this will stand him in great stead for heading off to school in September."

Parent's review on 'Good Care Guide'

"We are very happy with how 'S' has been welcomed and has settled in, and we are really impressed by the enthusiasm and commitment shown by the staff."

Parent at Moorlands Children's Centre

"(Baby Message) was friendly and relaxing. The staff were amazing and helpful, and it was great to meet other mums and babies."

Family Services user

A happy, inviting place where all children's needs are catered for.

Kirsty, parent

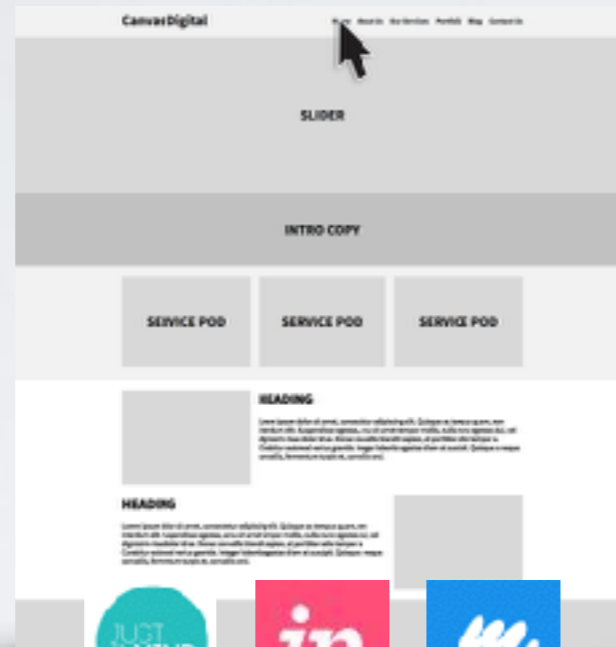
Want to find out more?
 Please get in touch. We'd love to hear from you... [Contact us](#)

SPECTRUM OF WEB PROTOTYPES

Share prototypes early and often



paper prototypes



static wireframes linked together

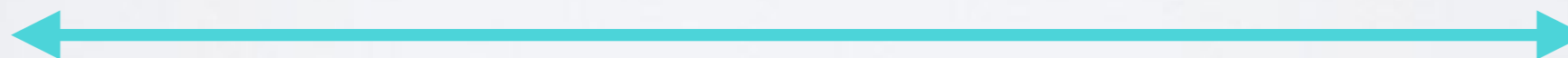


interactive prototypes



fully coded prototypes

LOW-FIDELITY



HIGH-FIDELITY

***Just because its on paper, it doesn't
mean it's a paper prototype***

Paper prototypes must include interaction

Someone has to be a “human computer”



THE **TWO** MAJOR USES OF PAPER PROTOTYPES



To communicate ideas: between designers, developers, users and other stakeholders in the first stages of the user-centered design process.



As a usability testing technique: to observe the human interaction with user interfaces even before these interfaces are designed & developed.

WHY DO WE PROTOTYPE?



To provide clarity to our team and stakeholders about our ideas



To better understand how users will interact with our final artifact



To define and test assumptions



To gather and incorporate feedback early on

BENEFITS OF PAPER PROTOTYPING

Low budget - No need to reserve a lab or any high-tech equipment.



BENEFITS OF PAPER PROTOTYPING

Paper prototyping is collaborative. It allows you to validate the design with the project team, clients and users.



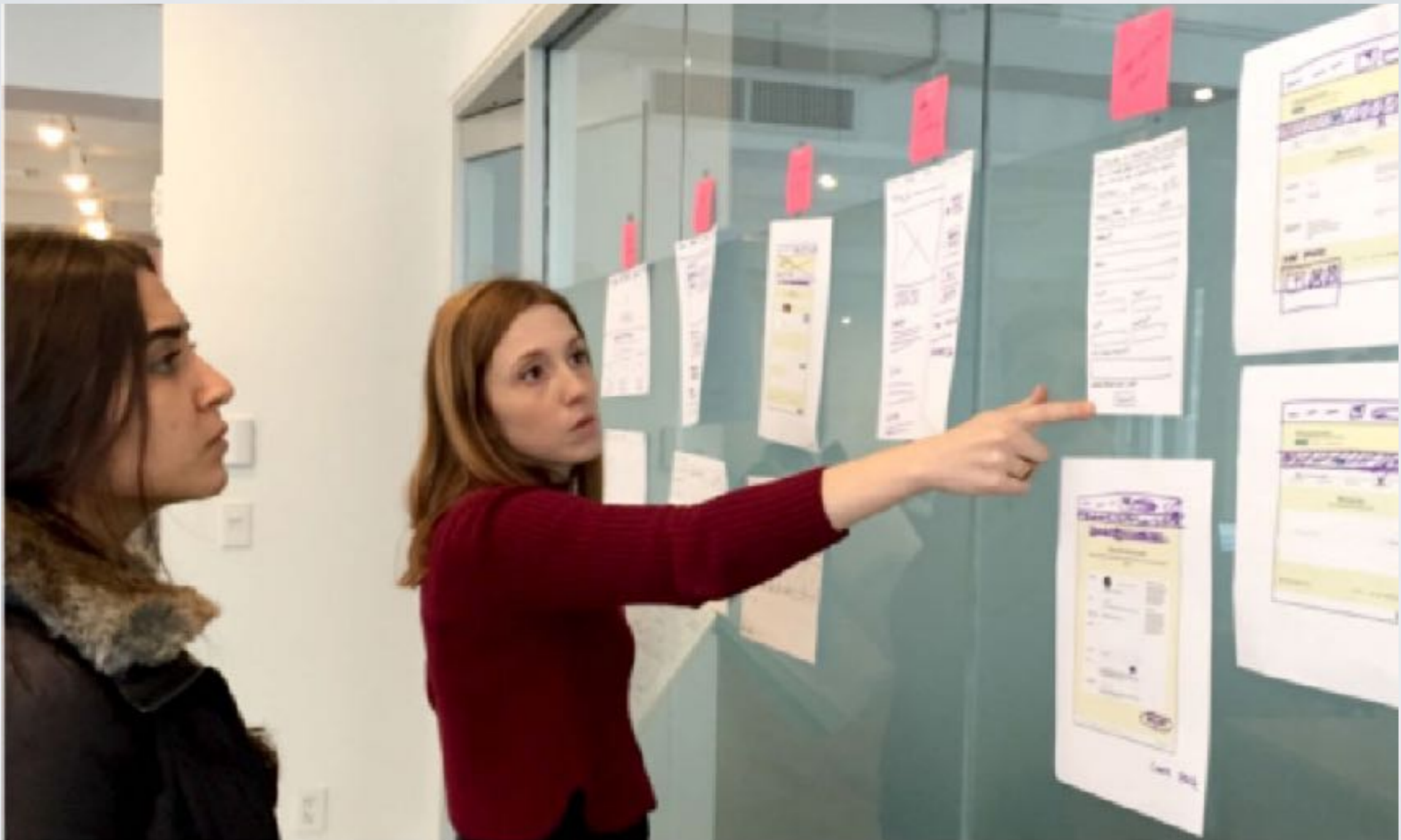
BENEFITS OF PAPER PROTOTYPING

Sometimes people are intimidated by a highly technical design process. This invites a more diverse group to participate.



BENEFITS OF PAPER PROTOTYPING

More collaborative than working at a screen. Easy for several people to participate in the design.



BENEFITS OF PAPER PROTOTYPING

You can focus on observing behaviour instead of opinions

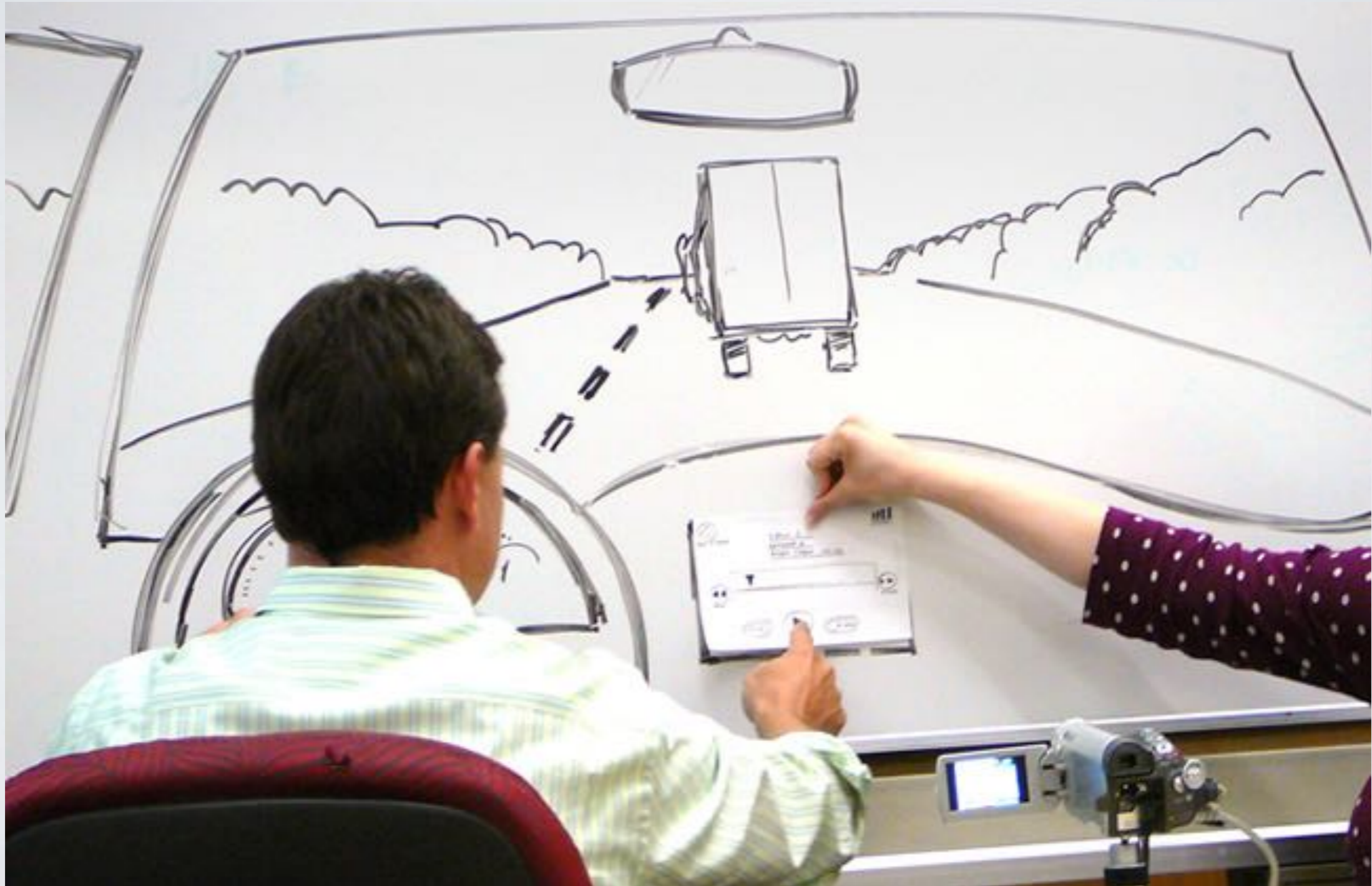
*I'd really like to
take it to the
next level*

*This looks great,
but can we
make it
pop?*

*I want you to really let your
creative juices
flow on this one*

BENEFITS OF PAPER PROTOTYPING

Paper prototypes are quick to create, you can get feedback early in the design process



BENEFITS OF PAPER PROTOTYPING

Usability testing participants feel more comfortable being critical with a low fidelity design



BENEFITS OF PAPER PROTOTYPING

You can easily make changes to the prototype during usability testing



BENEFITS OF PAPER PROTOTYPING

MAXIMUM FEEDBACK
MINIMAL EFFORT

2014

G 3050854

2

GETTING **STARTED**

HOW DOES THIS FIT INTO THE DESIGN PROCESS?

1. Research
2. Brainstorming
3. Mood Boards
4. Paper Prototyping
5. Wireframing
6. Mockups
7. Final Designs
8. Development
9. Delivery

ADDITIONAL
PROTOTYPING?



WHAT YOU'LL NEED: **THE BASICS**



*paper or
card stock*

pens

pencils

highlighters



WHAT YOU'LL NEED: **CUTTING TOOLS**



scissors



exacto-knife

WHAT YOU'LL NEED: **INTERACTION SUPPLIES**

For drop-downs, modal boxes, and elements that lay on top of screens



index cards

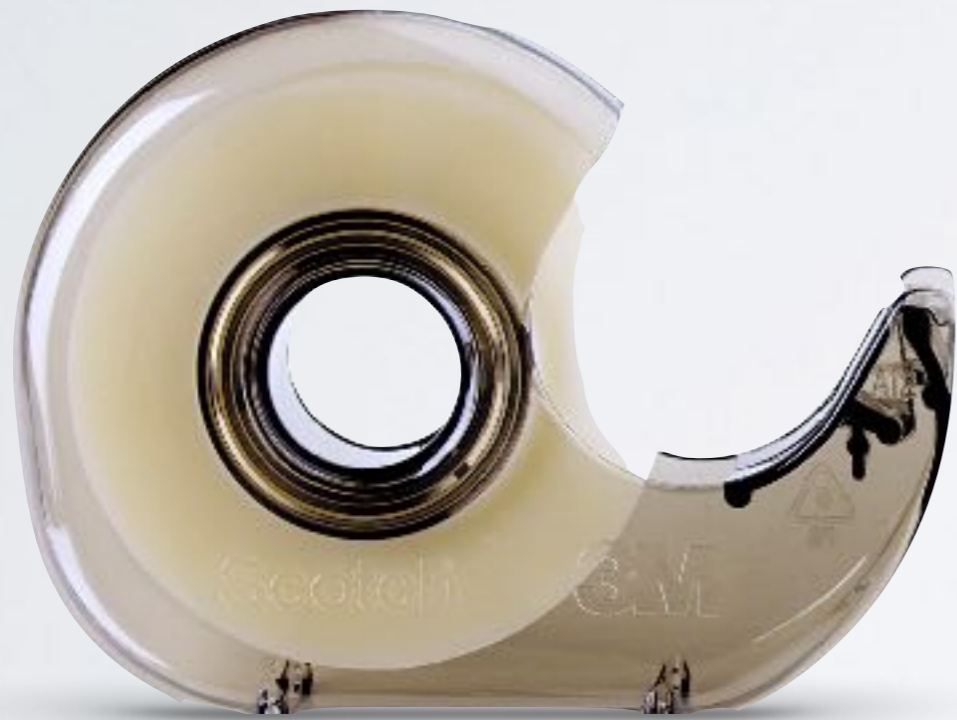
post-it notes



transparencies

*transparency
markers*

WHAT YOU'LL NEED: **ADHESIVES**

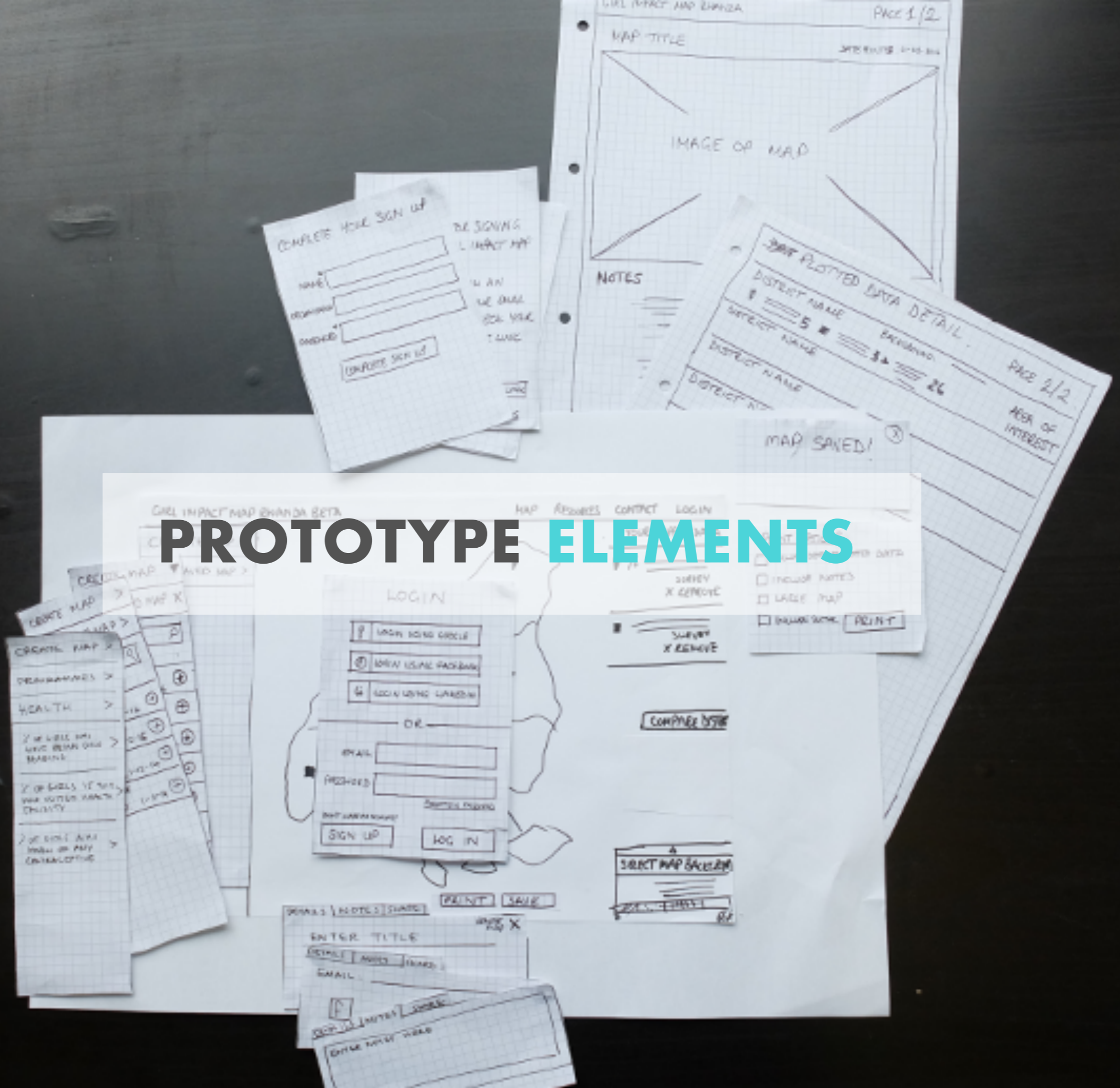


tape

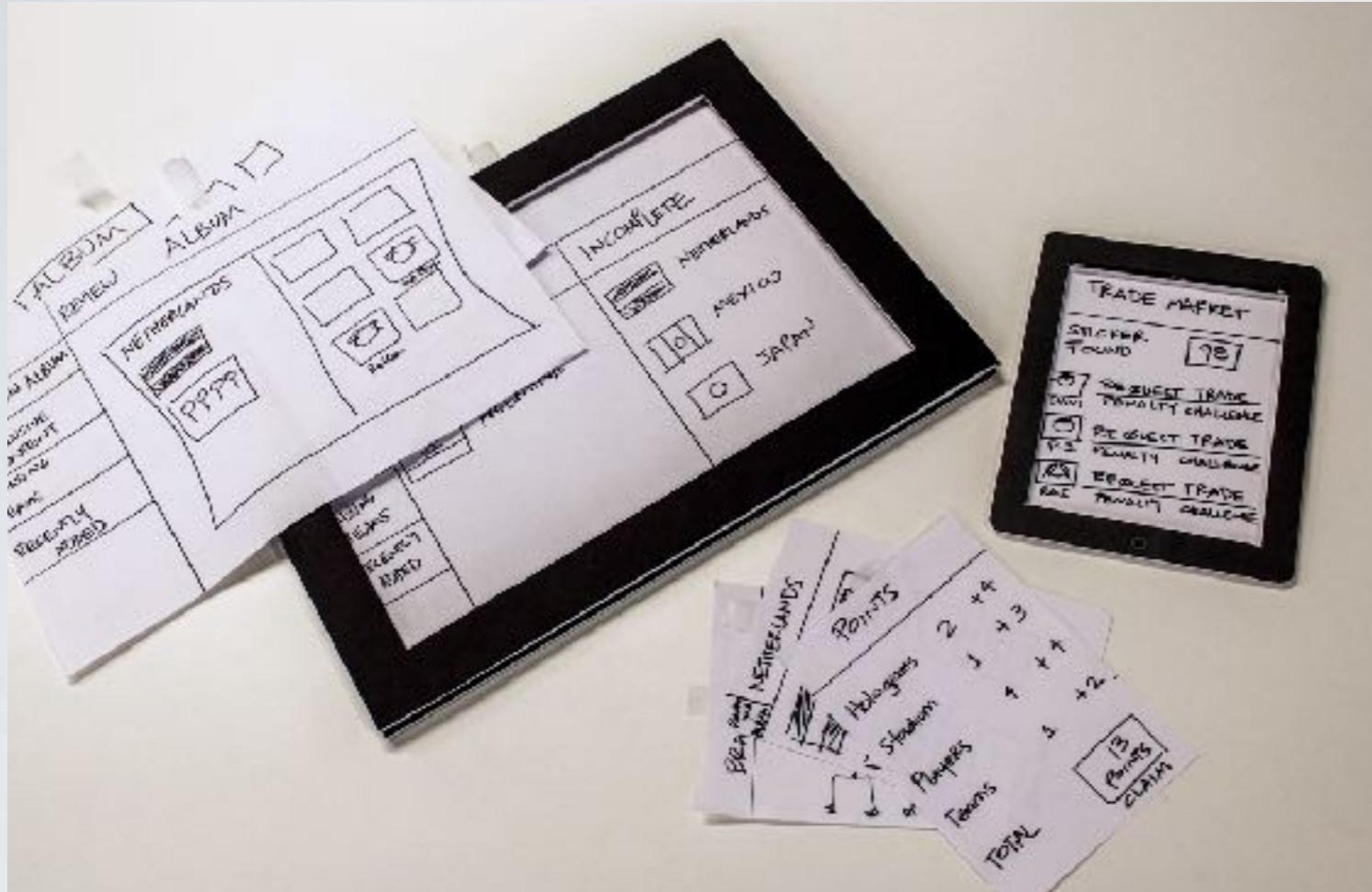
glue-sticks

***re-stickable
glue***

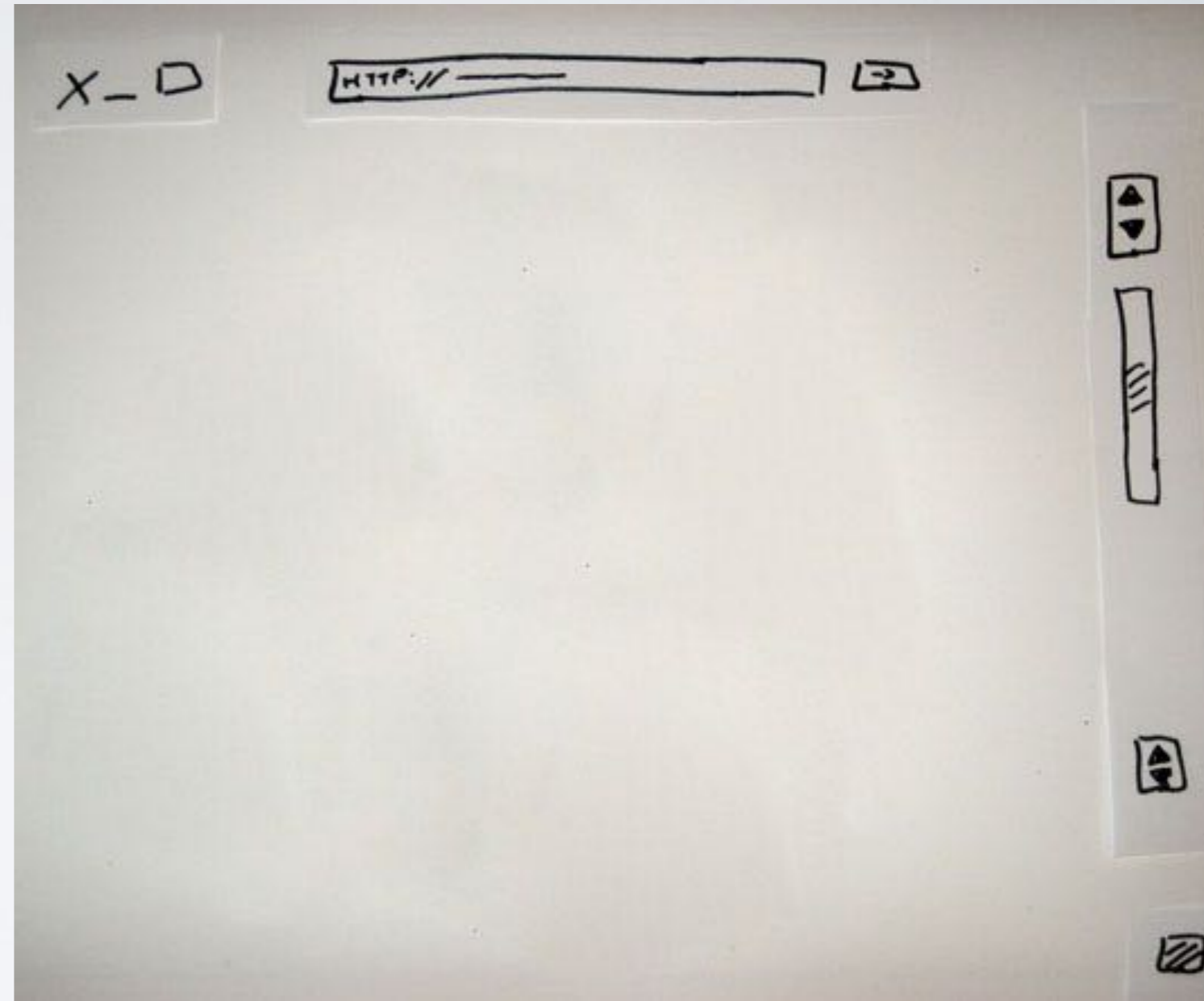
PROTOTYPE ELEMENTS



THE PROTOTYPE: BACKGROUNDS



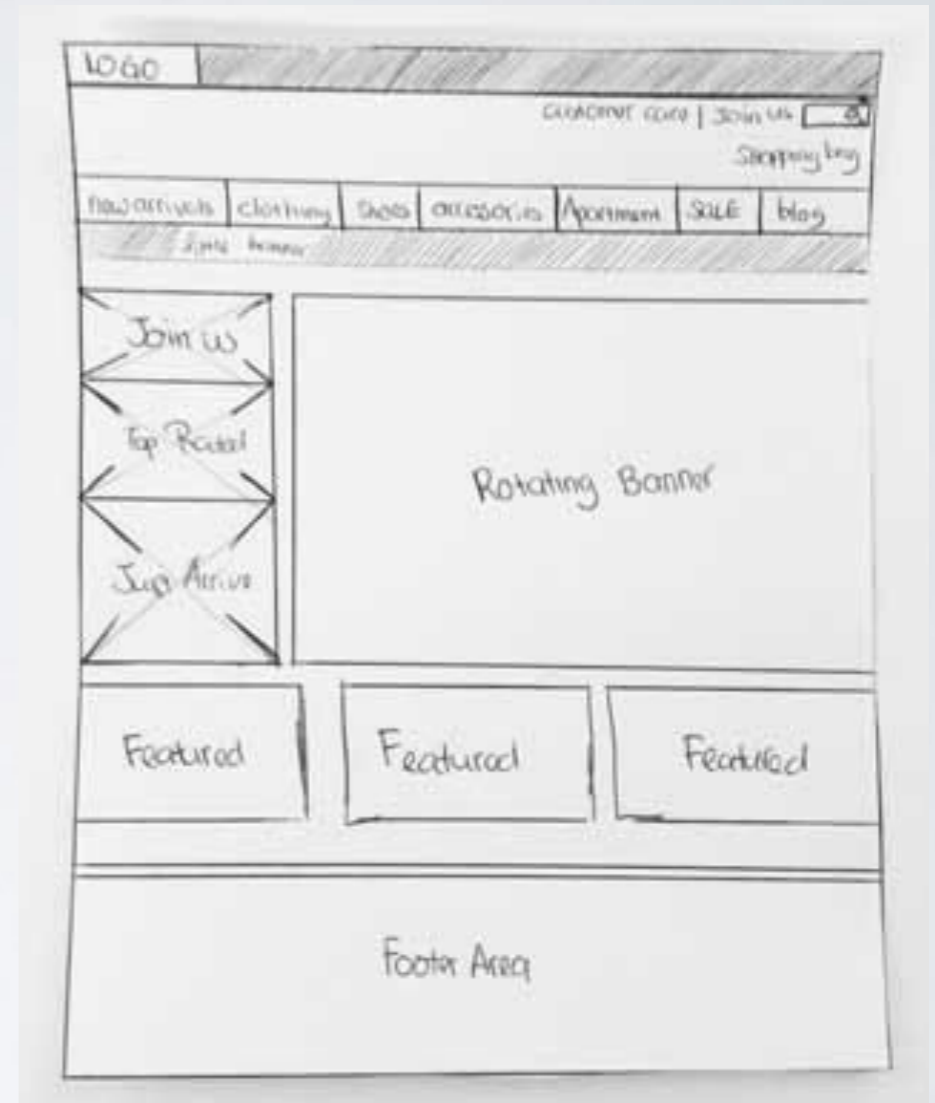
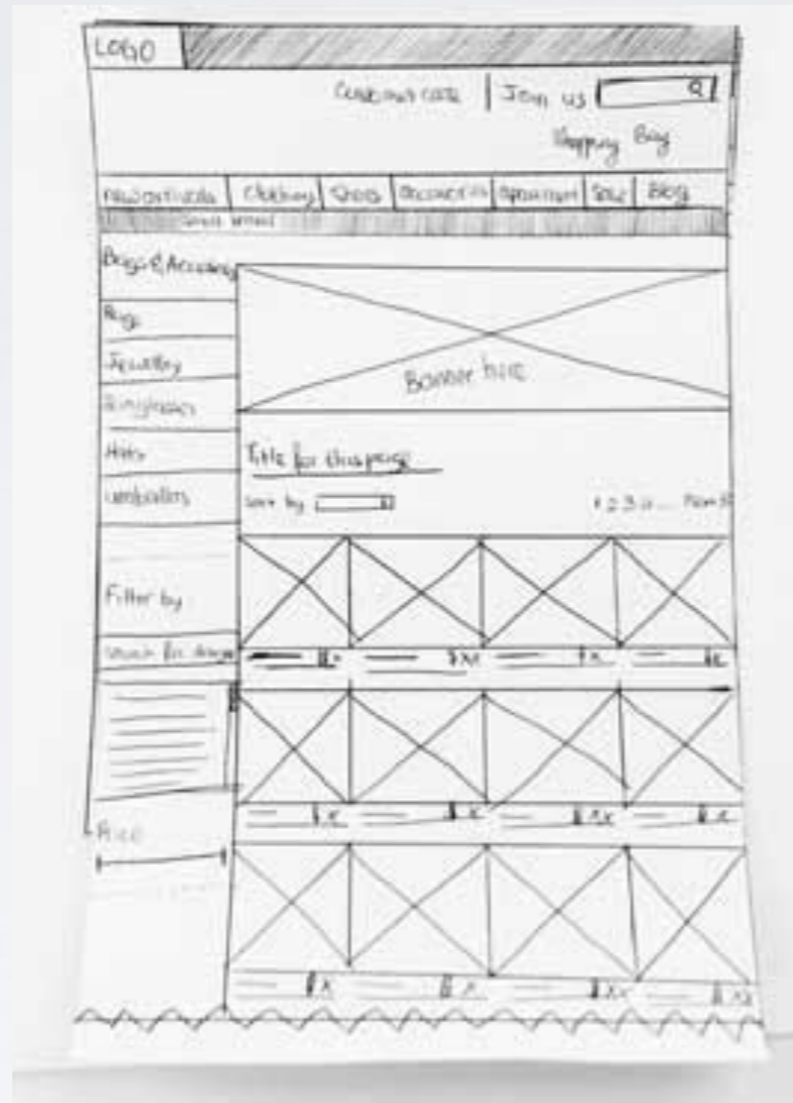
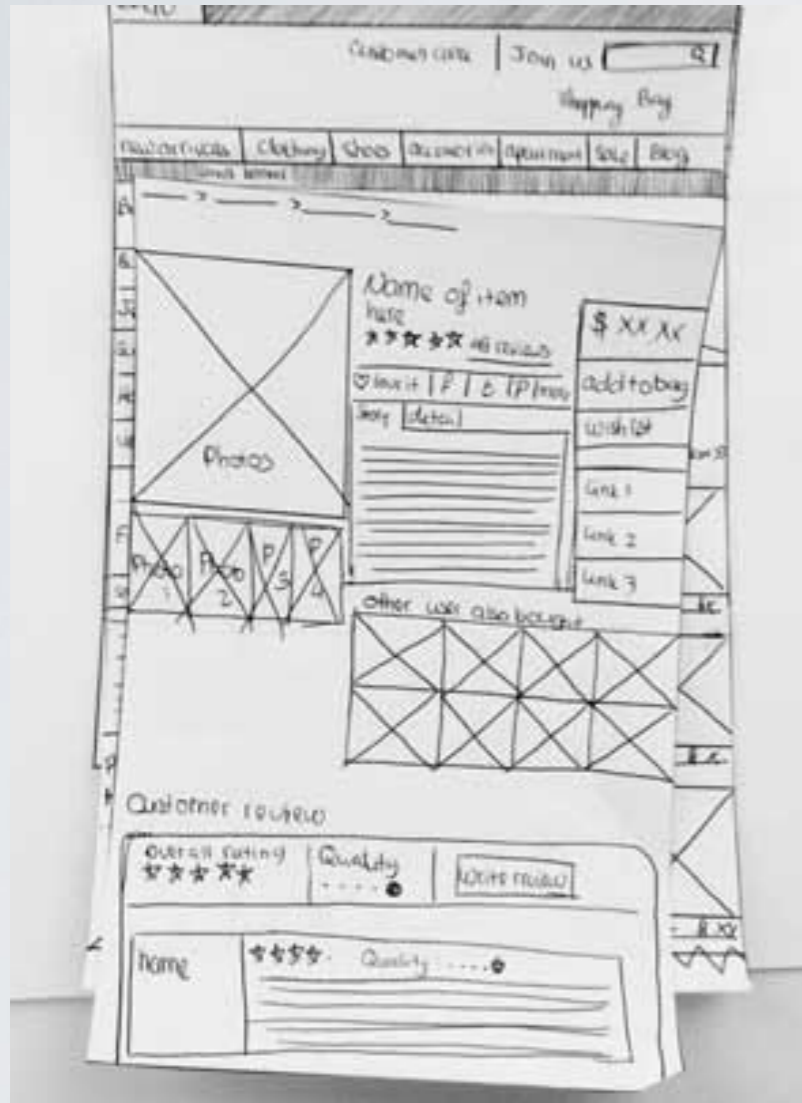
THE PROTOTYPE: BACKGROUNDS



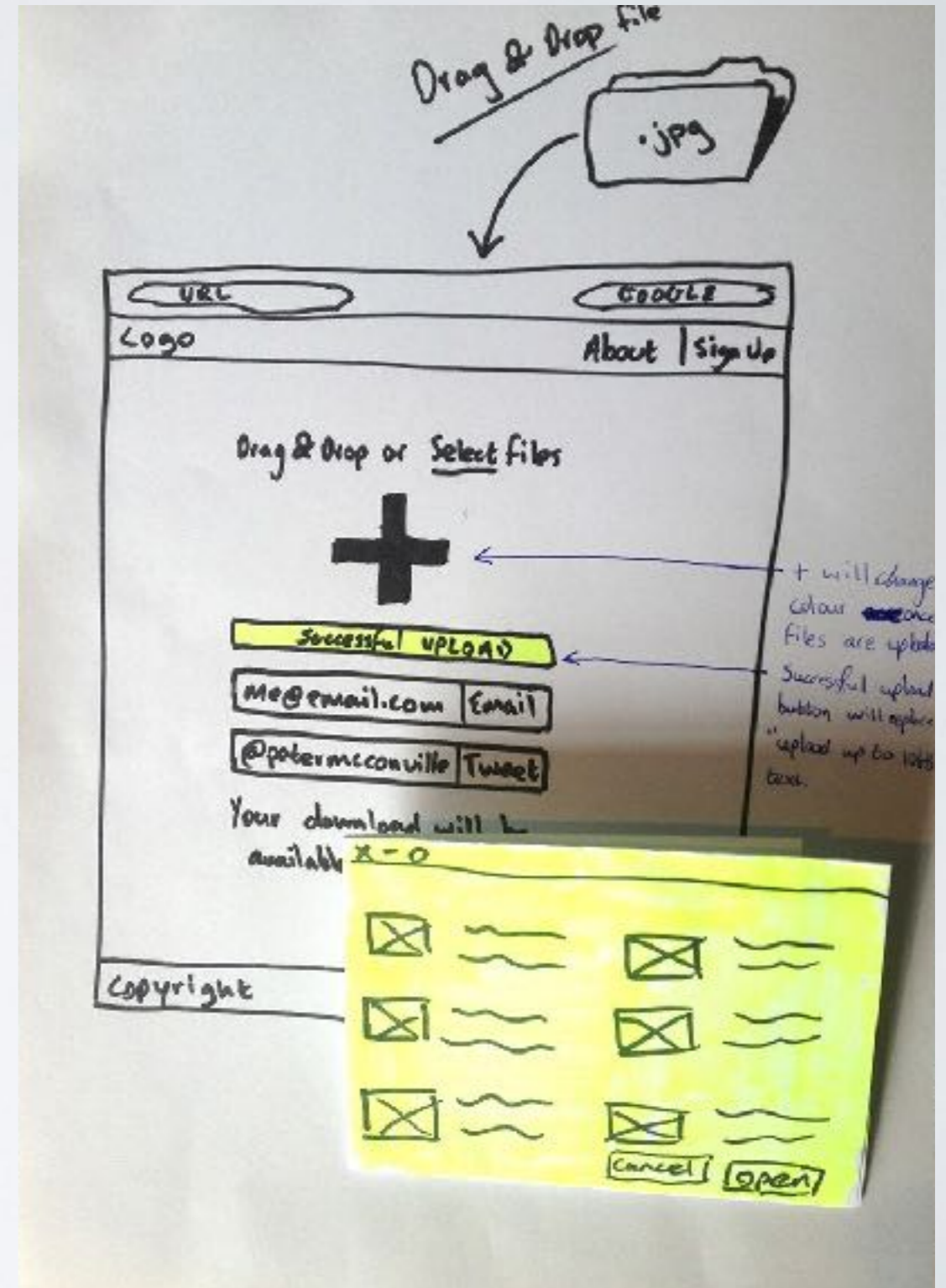
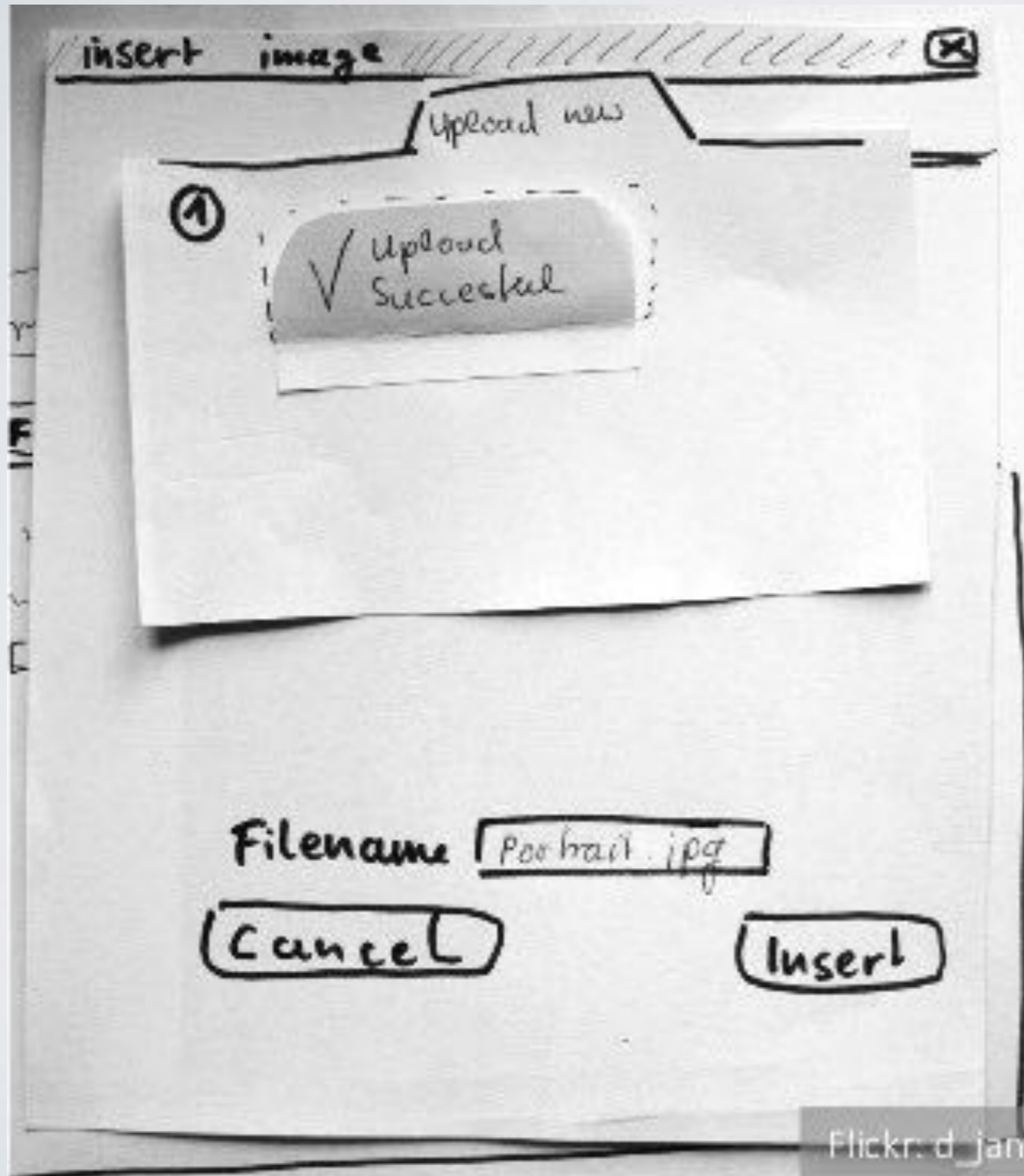
THE PROTOTYPE: **BACKGROUNDS**



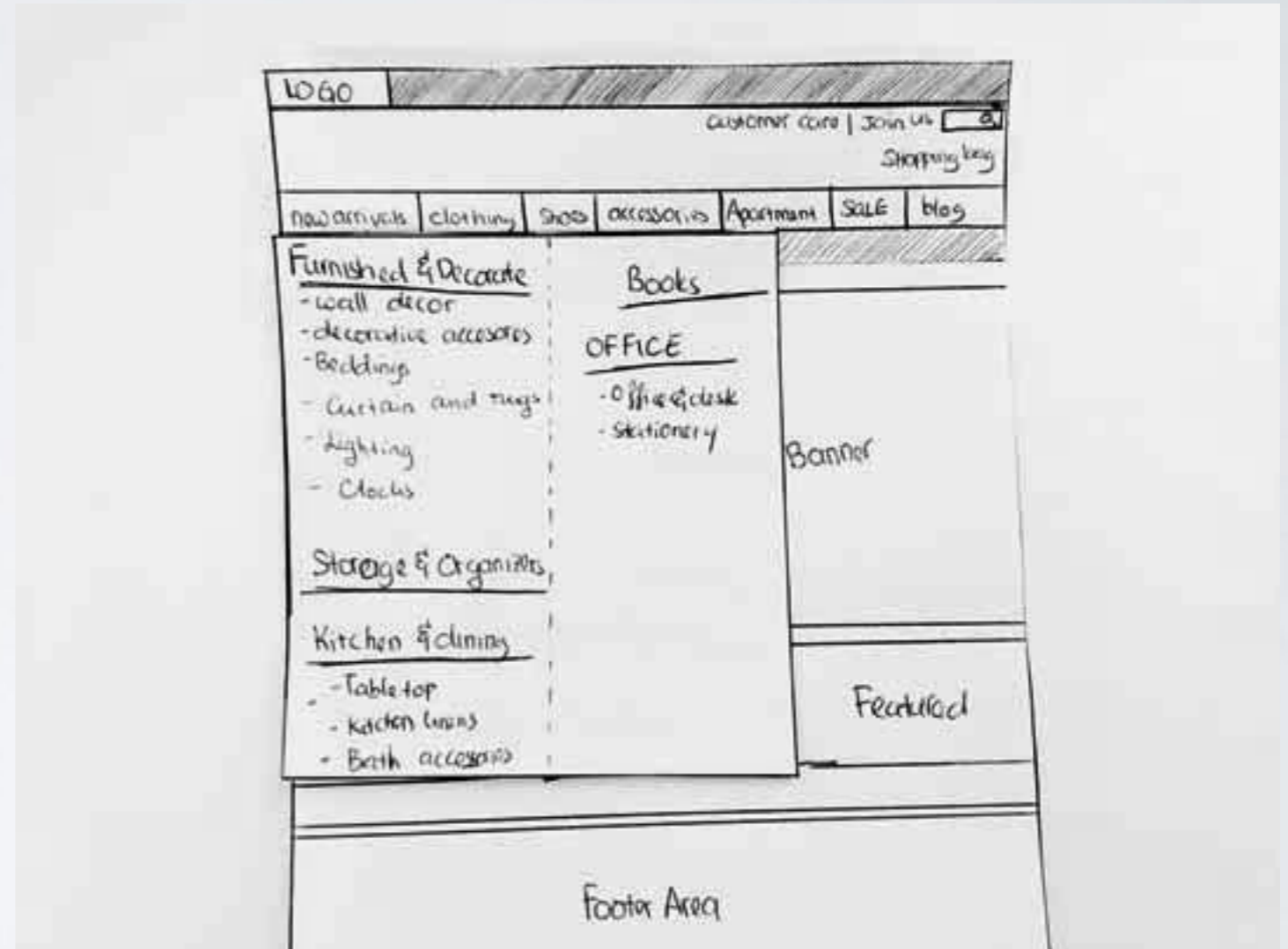
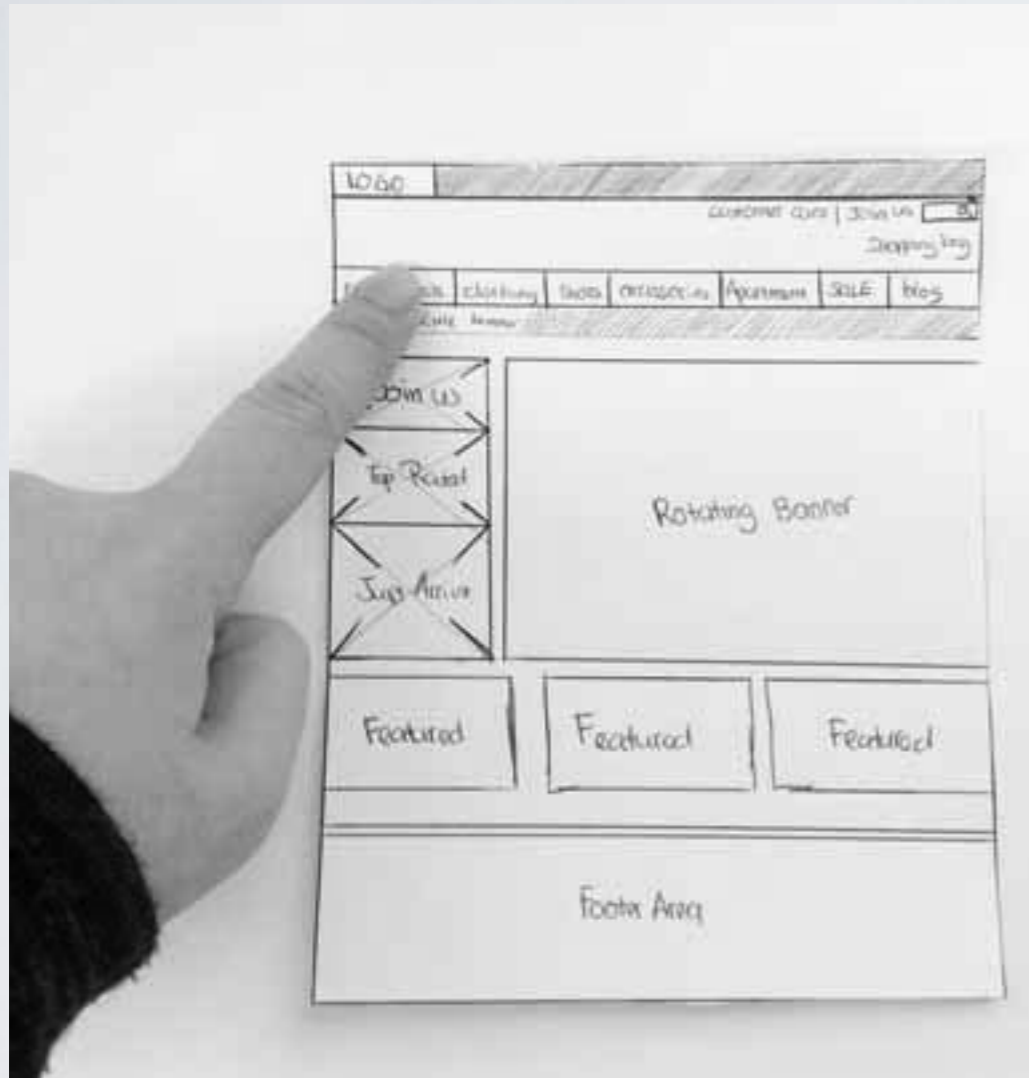
THE PROTOTYPE: SCREENS



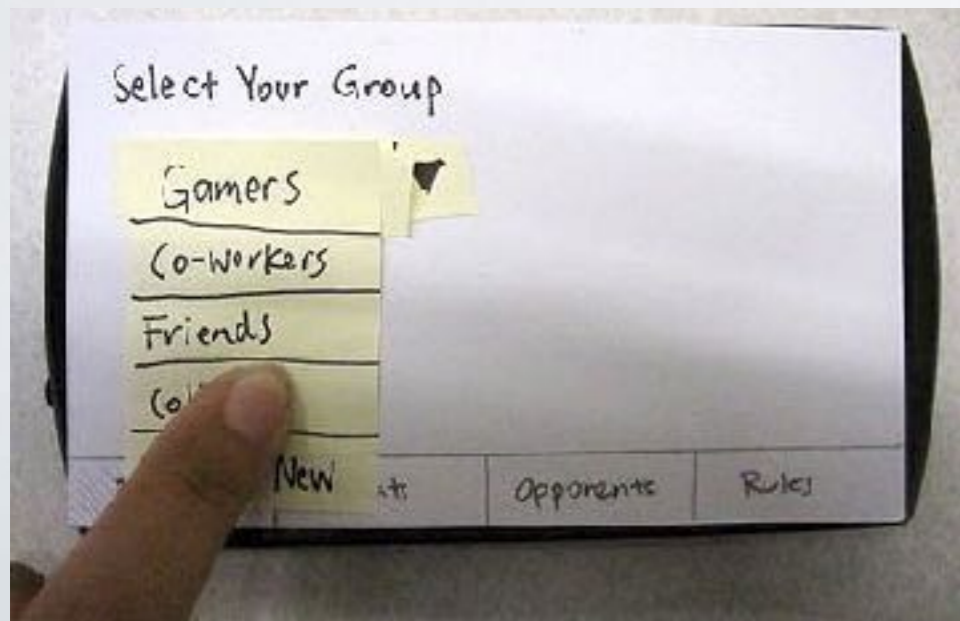
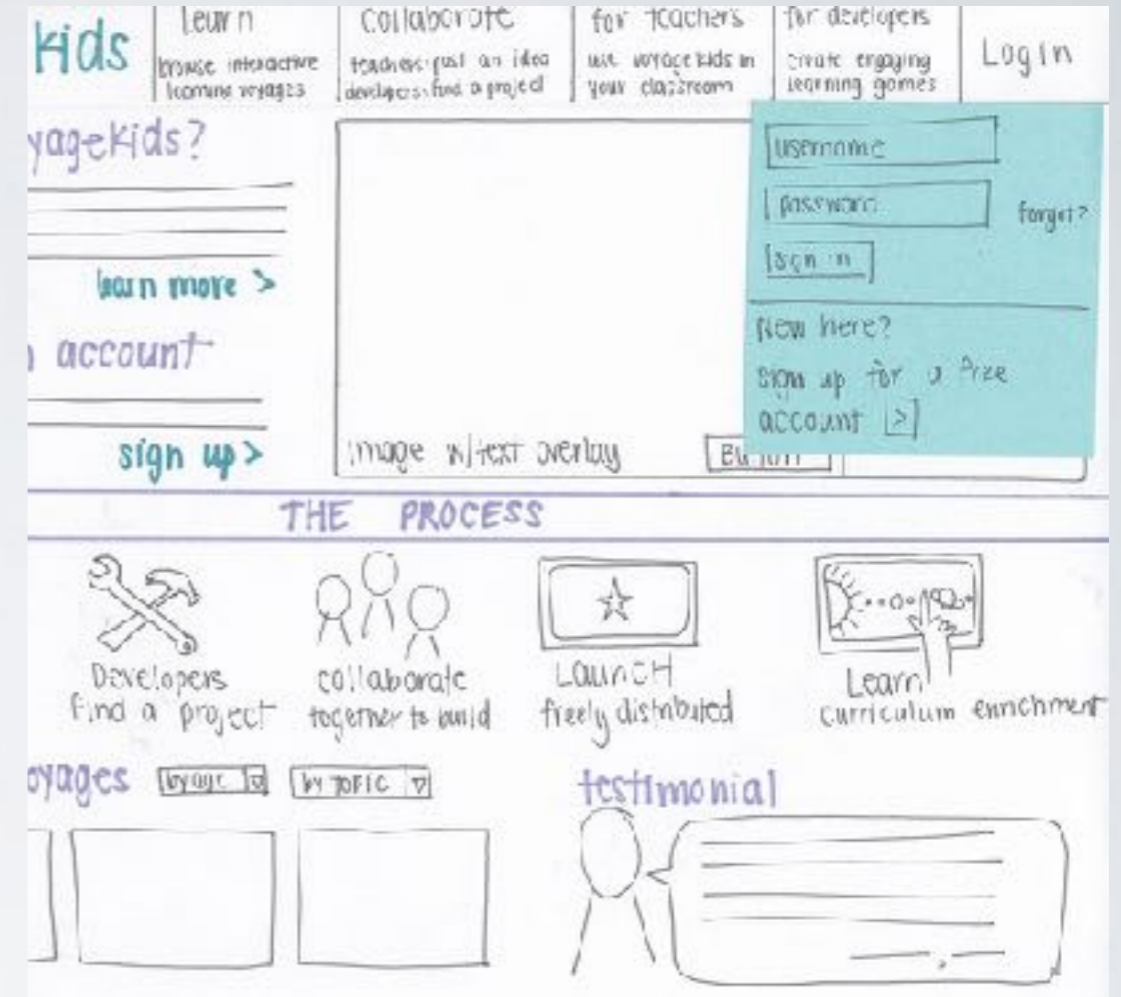
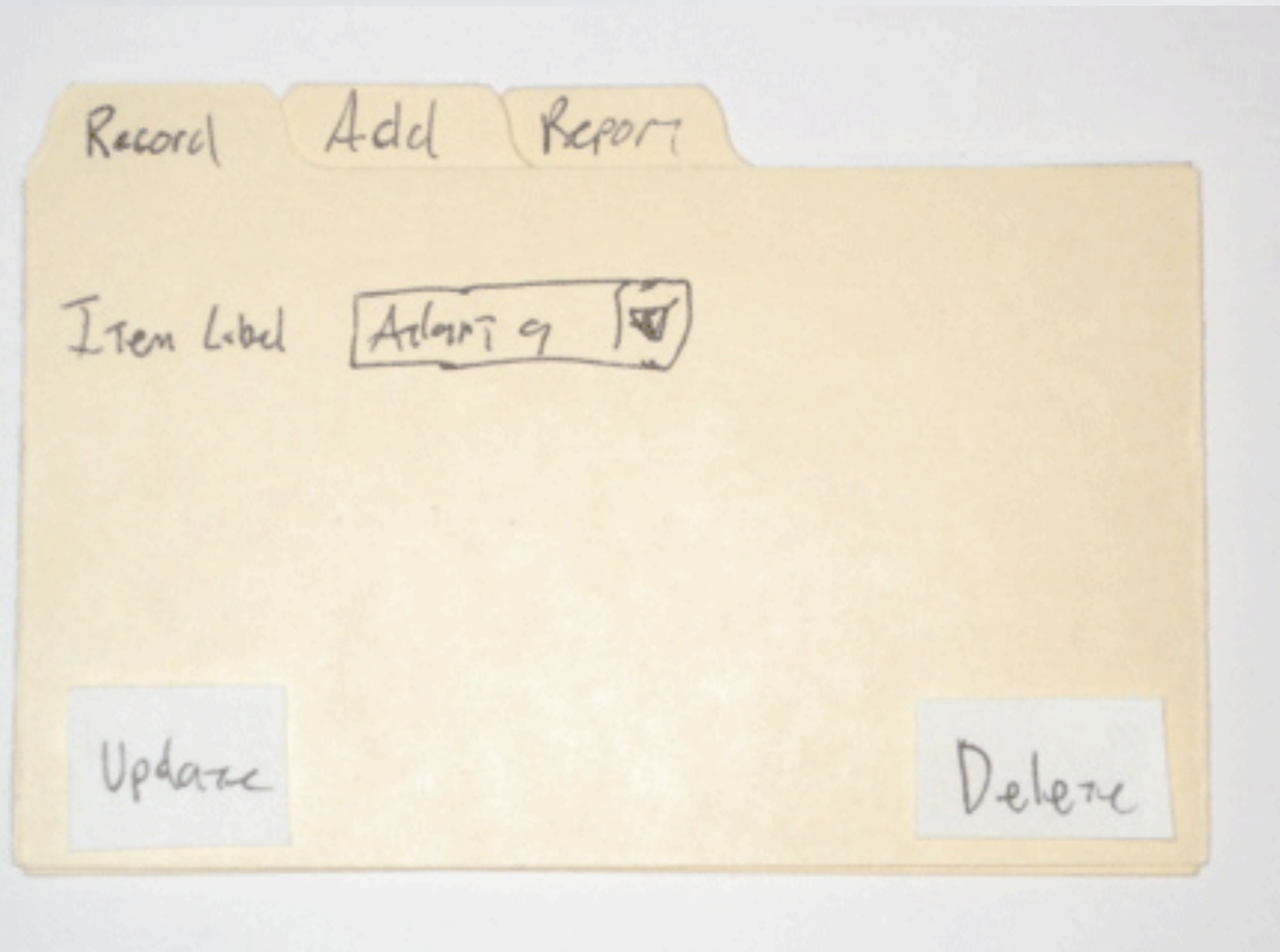
THE PROTOTYPE: STATES



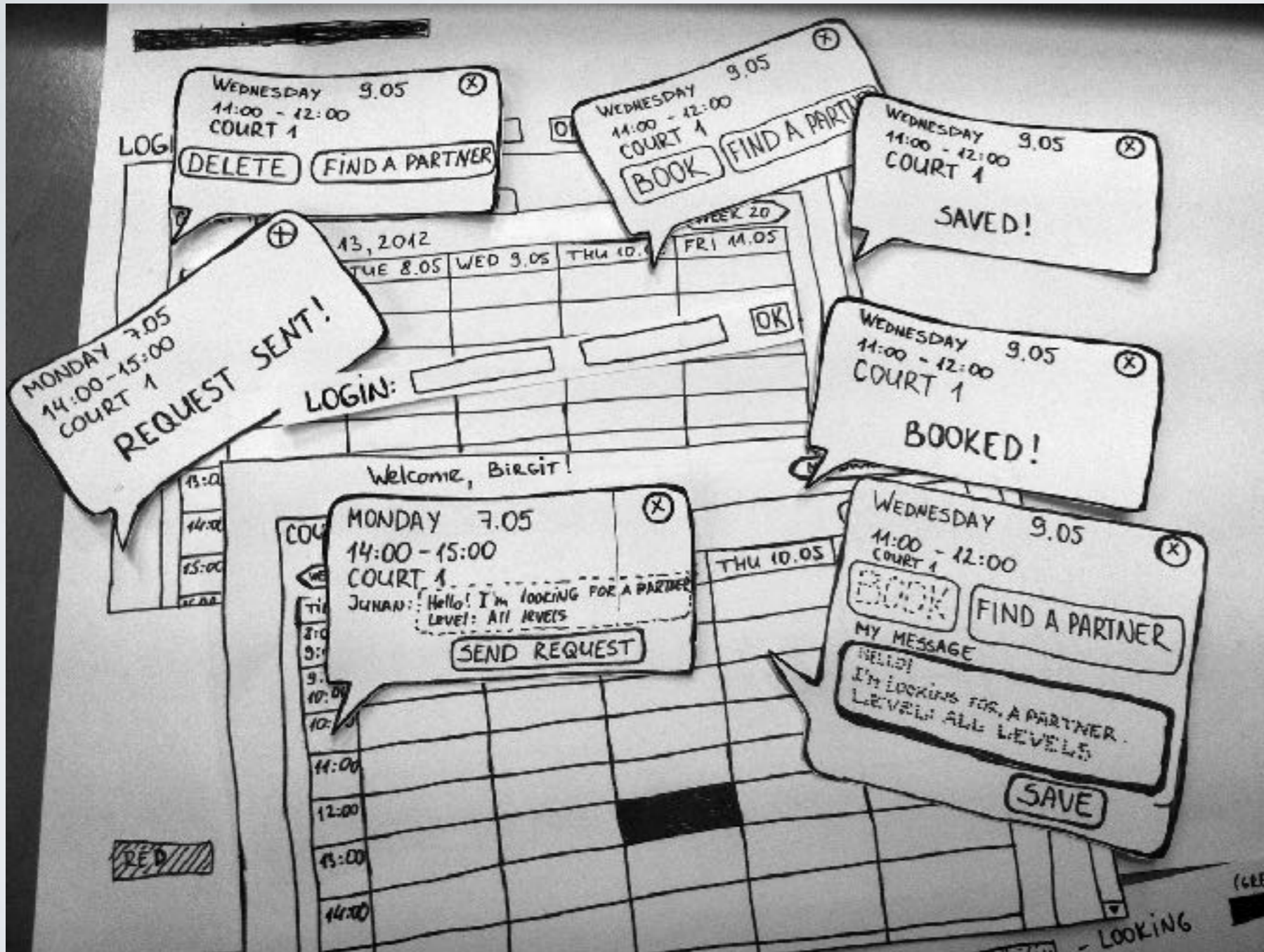
THE PROTOTYPE: **MENUS**



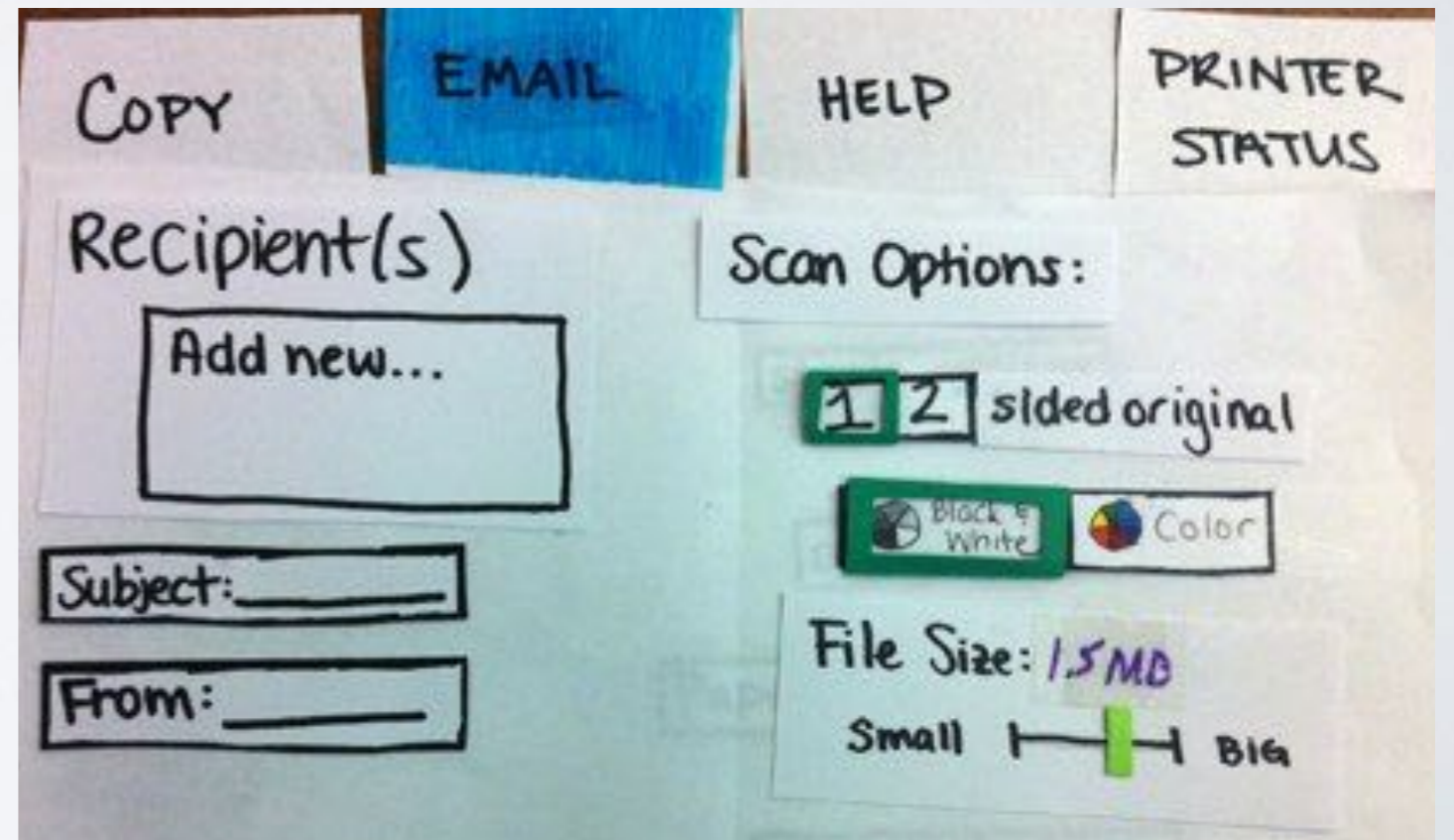
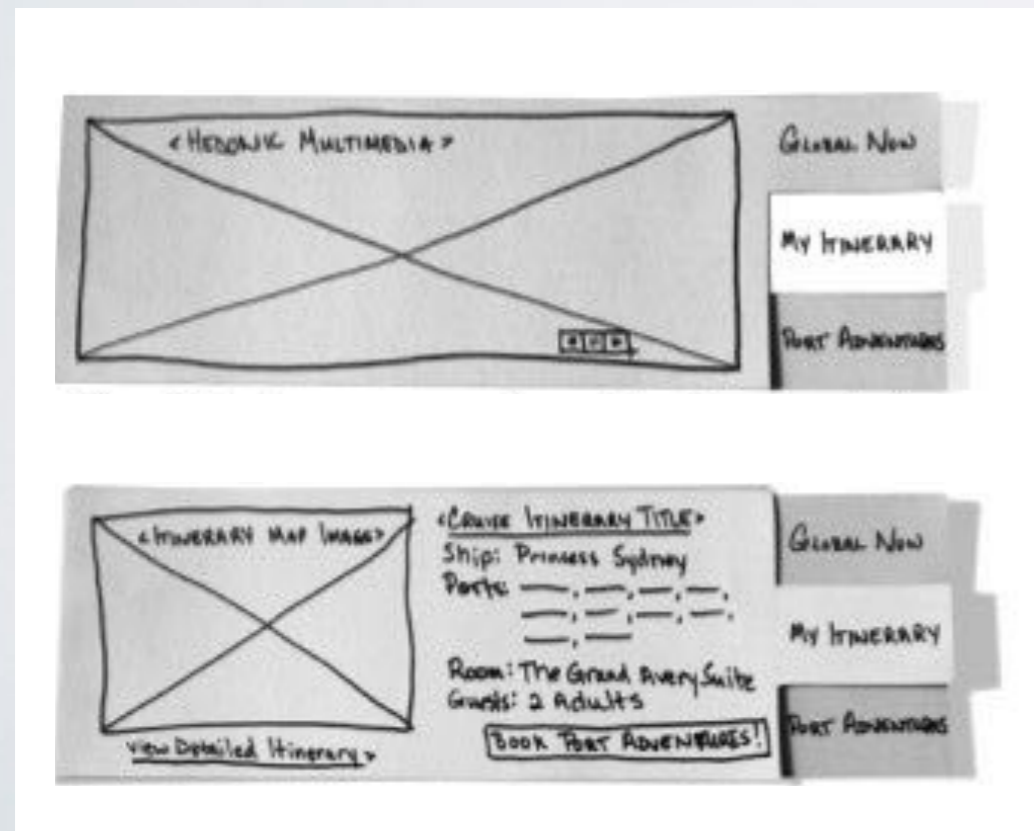
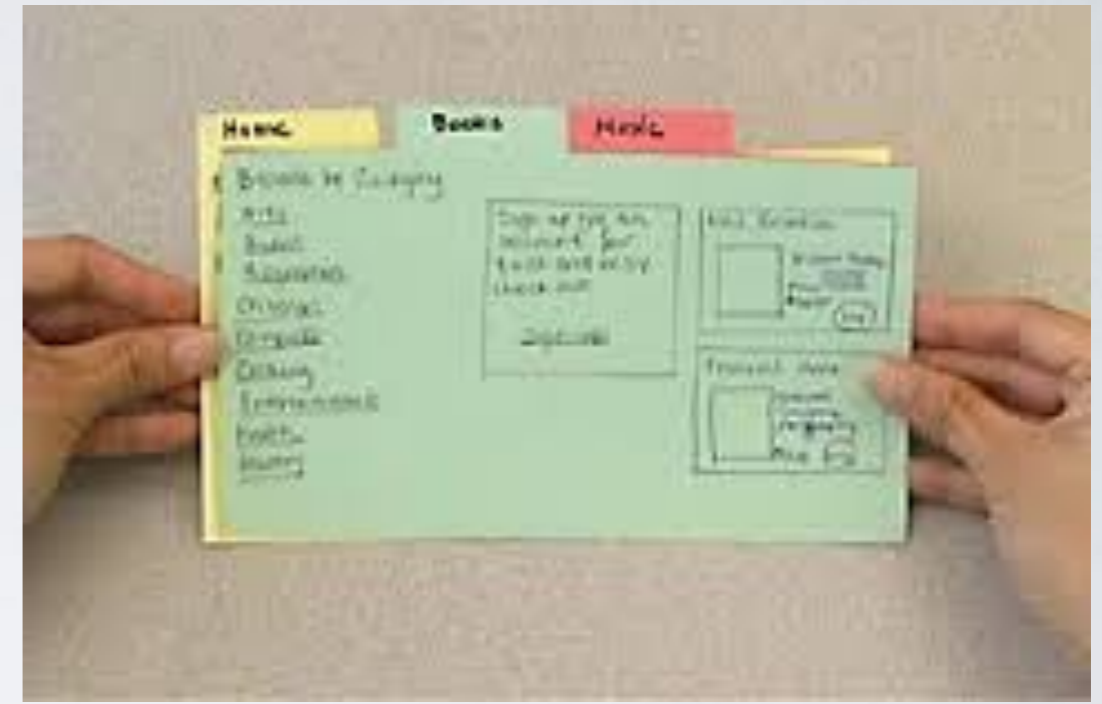
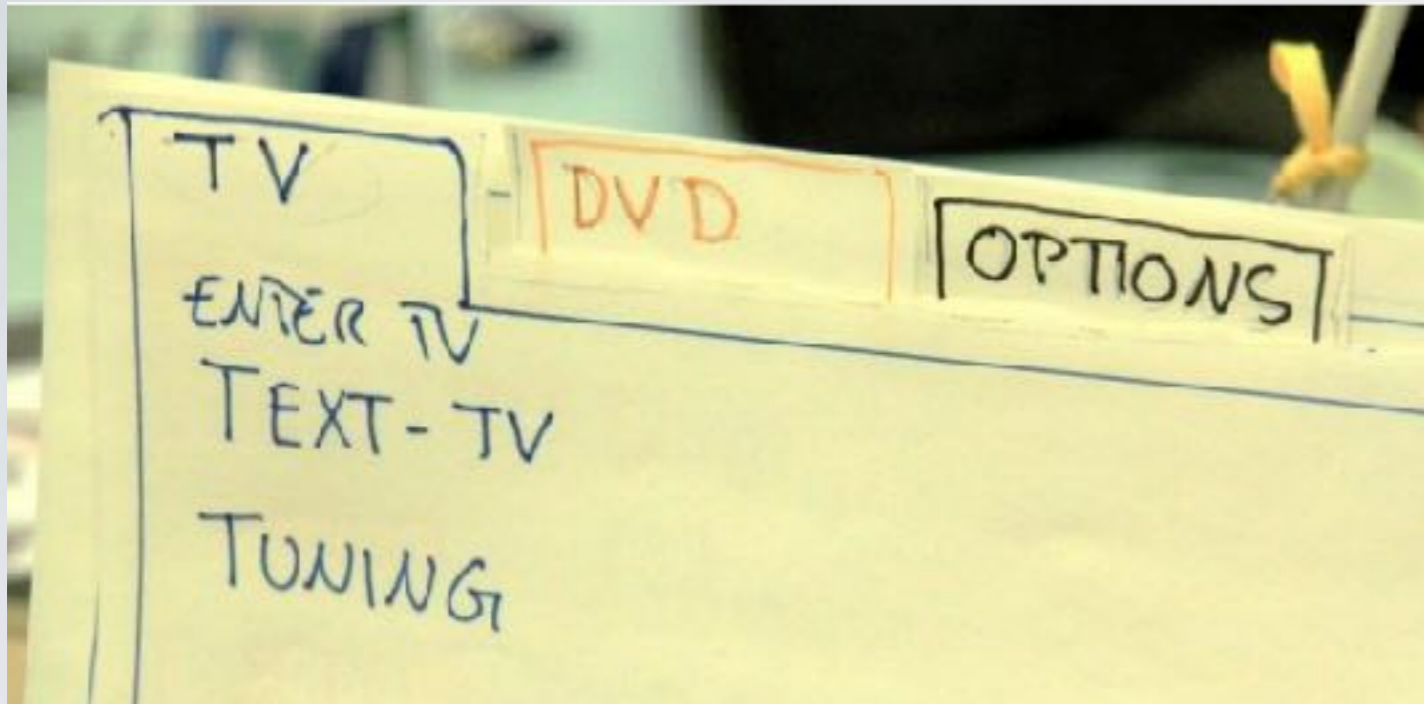
THE PROTOTYPE: DROP DOWNS



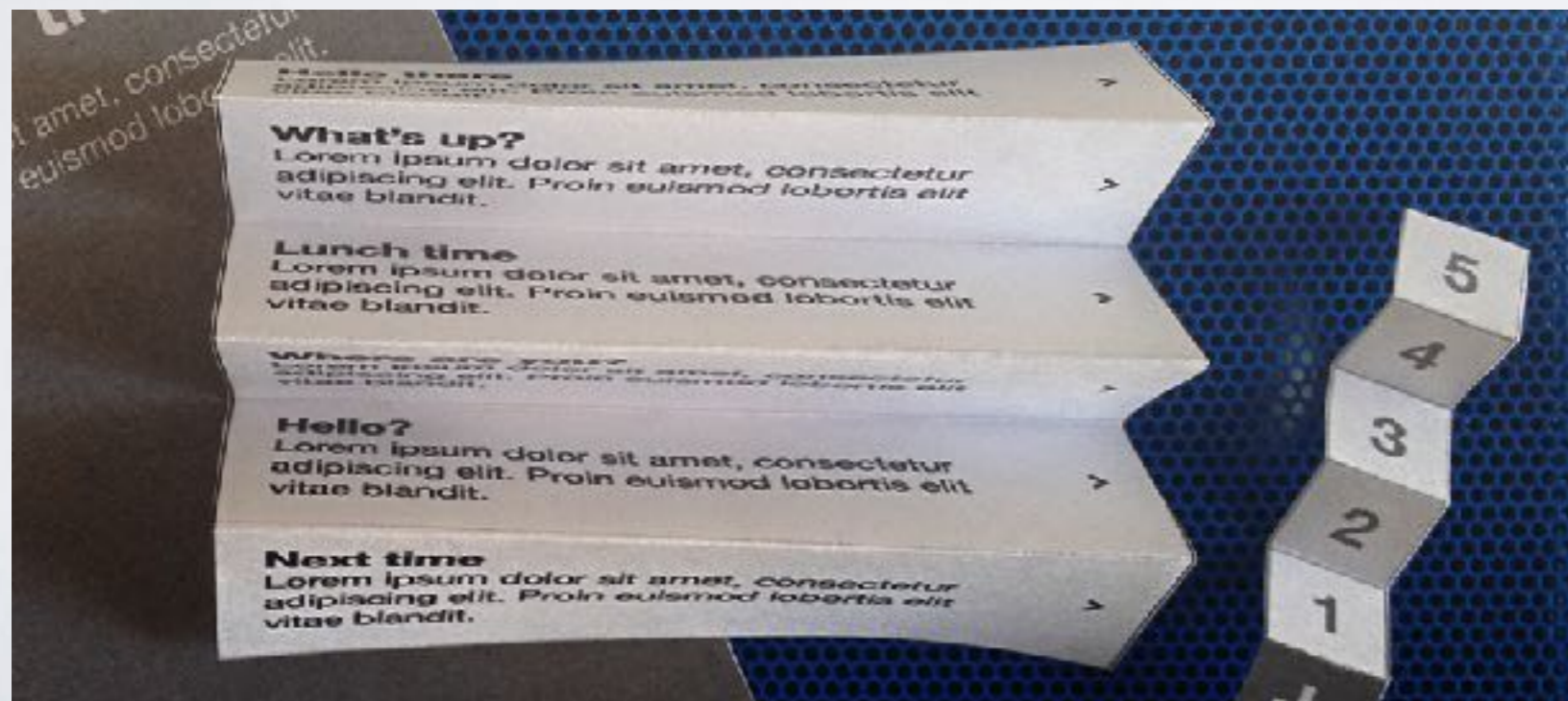
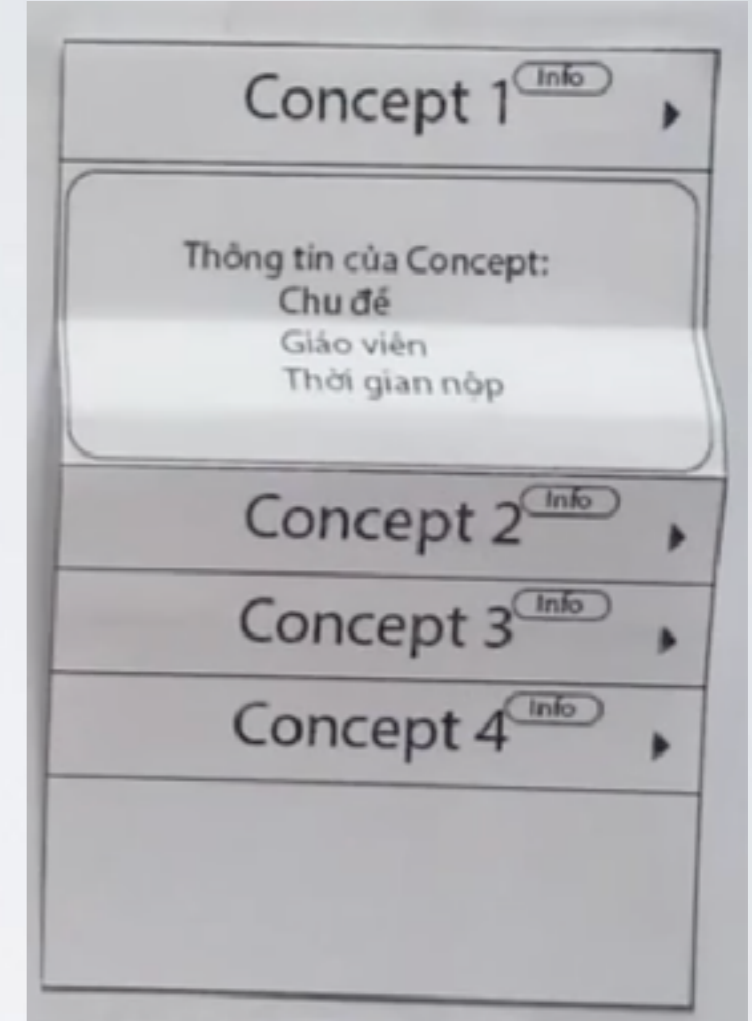
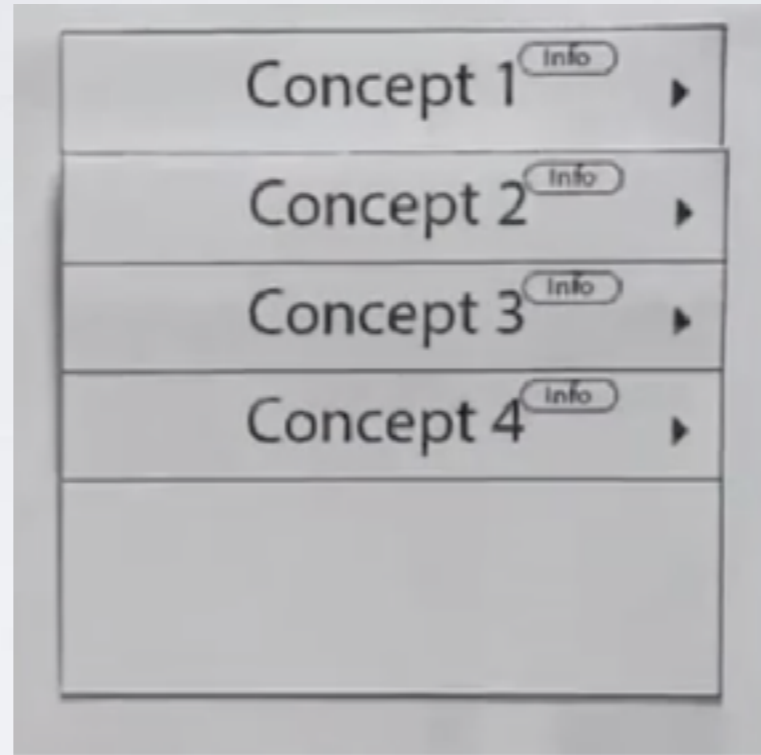
THE PROTOTYPE: DIALOGS, TOOLTIPS ETC..



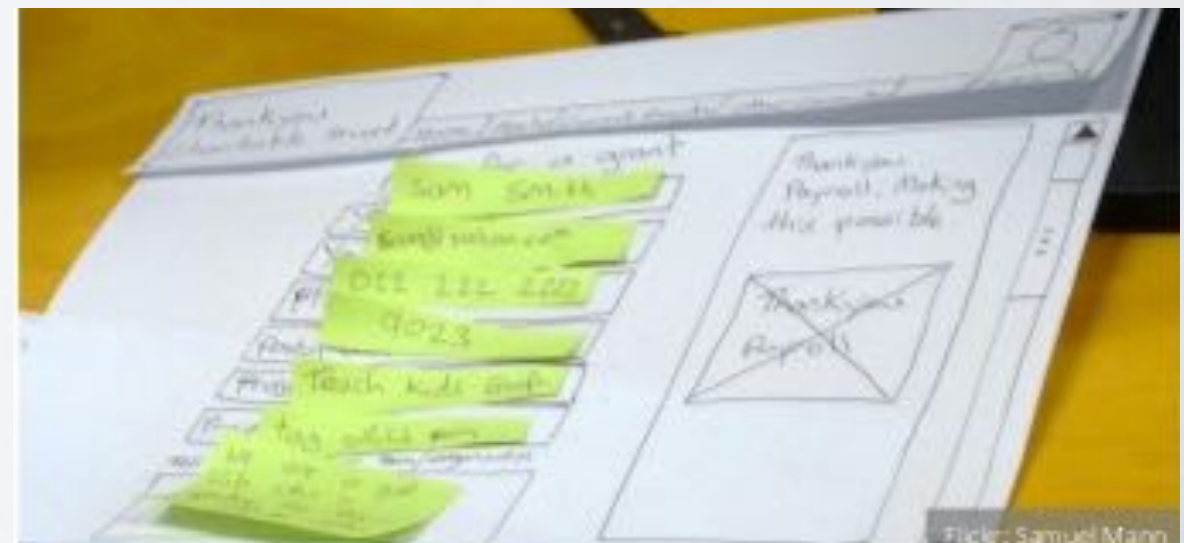
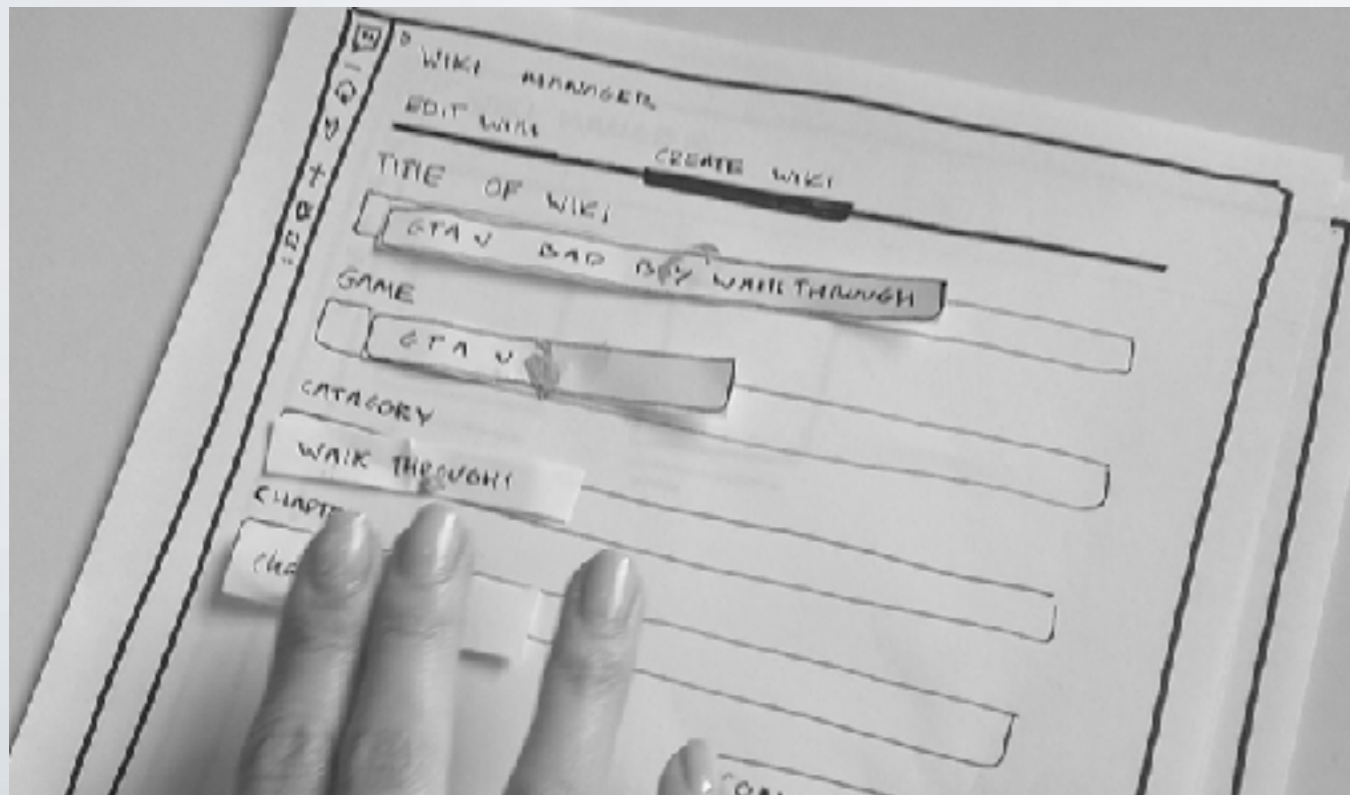
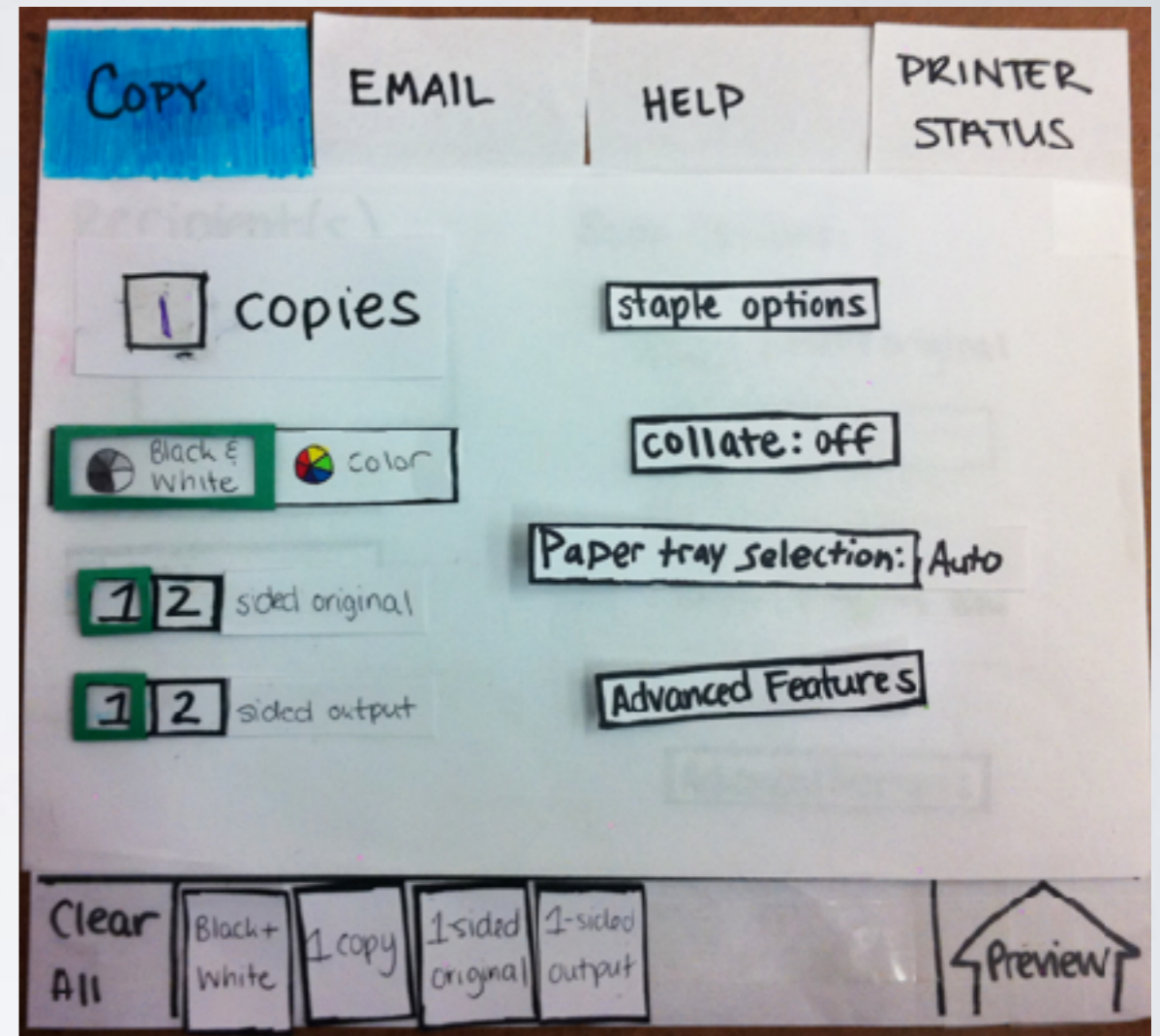
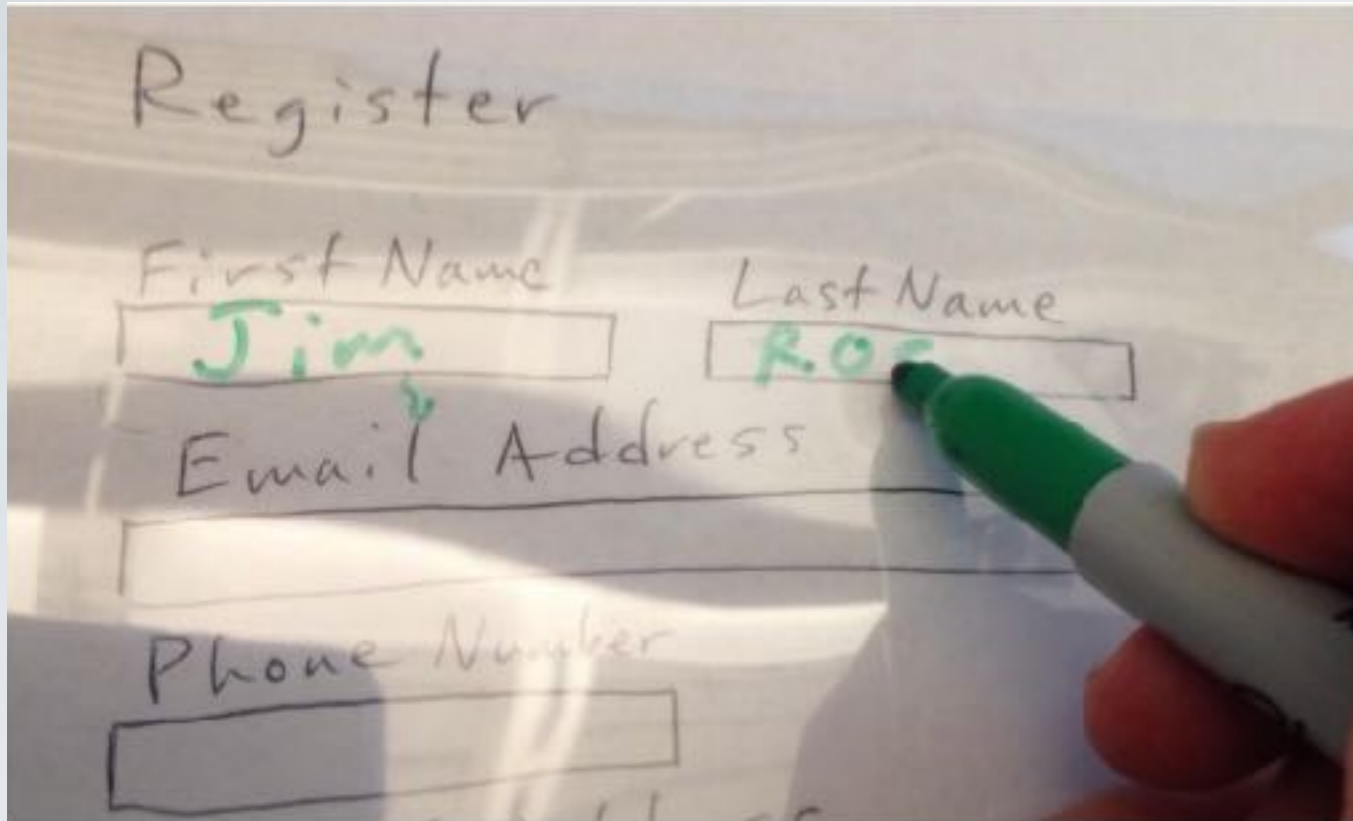
CREATE THE PROTOTYPE: TABS



THE PROTOTYPE: ACCORDIONS



CREATE THE PROTOTYPE: TEXT FIELDS



CREATE THE PROTOTYPE: RADIO BUTTONS

New Customer Registration

First Name

Last Name

Email

Password

Remember me on this computer

Register

[Already registered? Sign In](#)

New Customer Registration

First Name

Last Name

Email

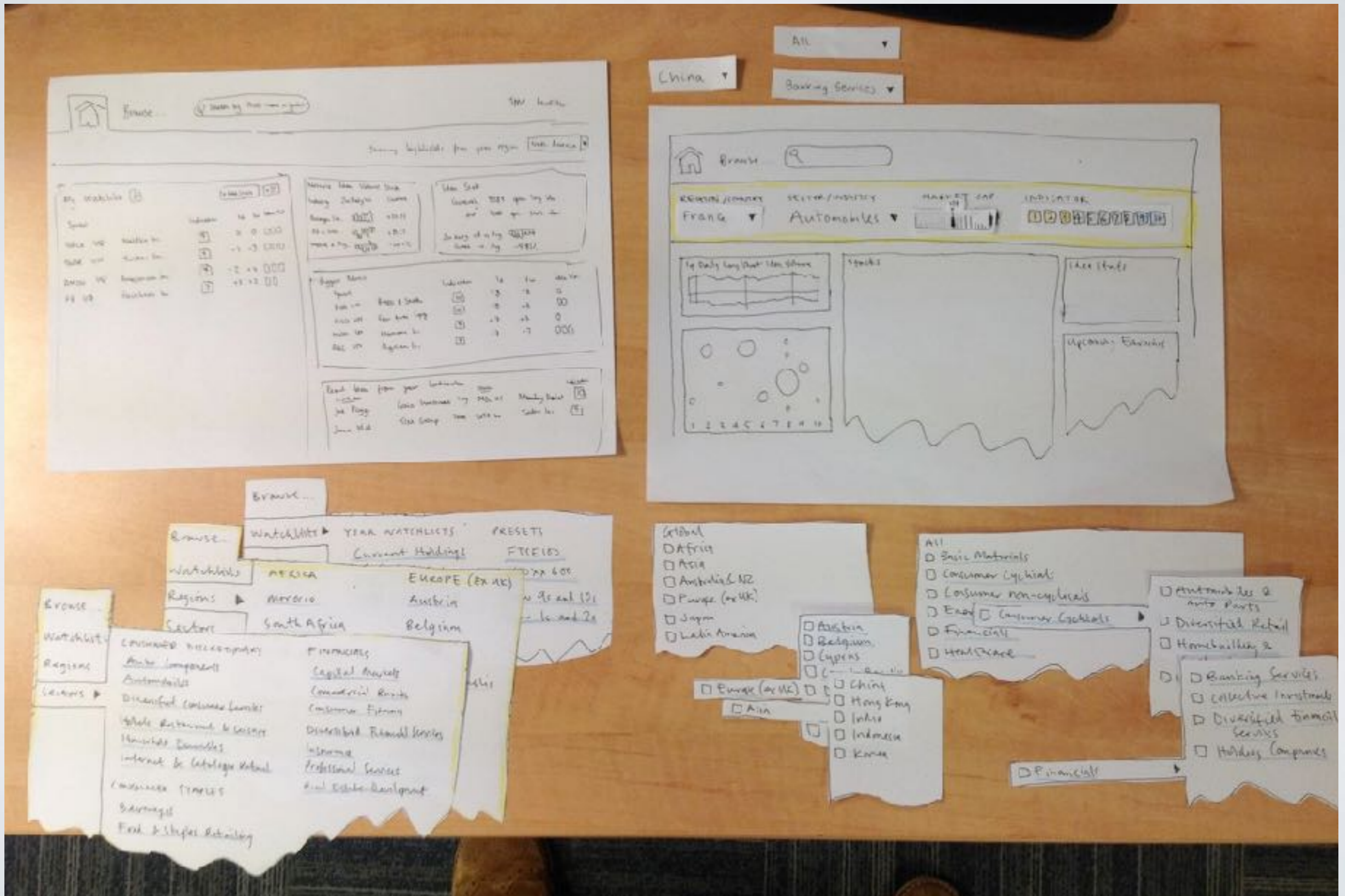
Password

Remember me on this computer

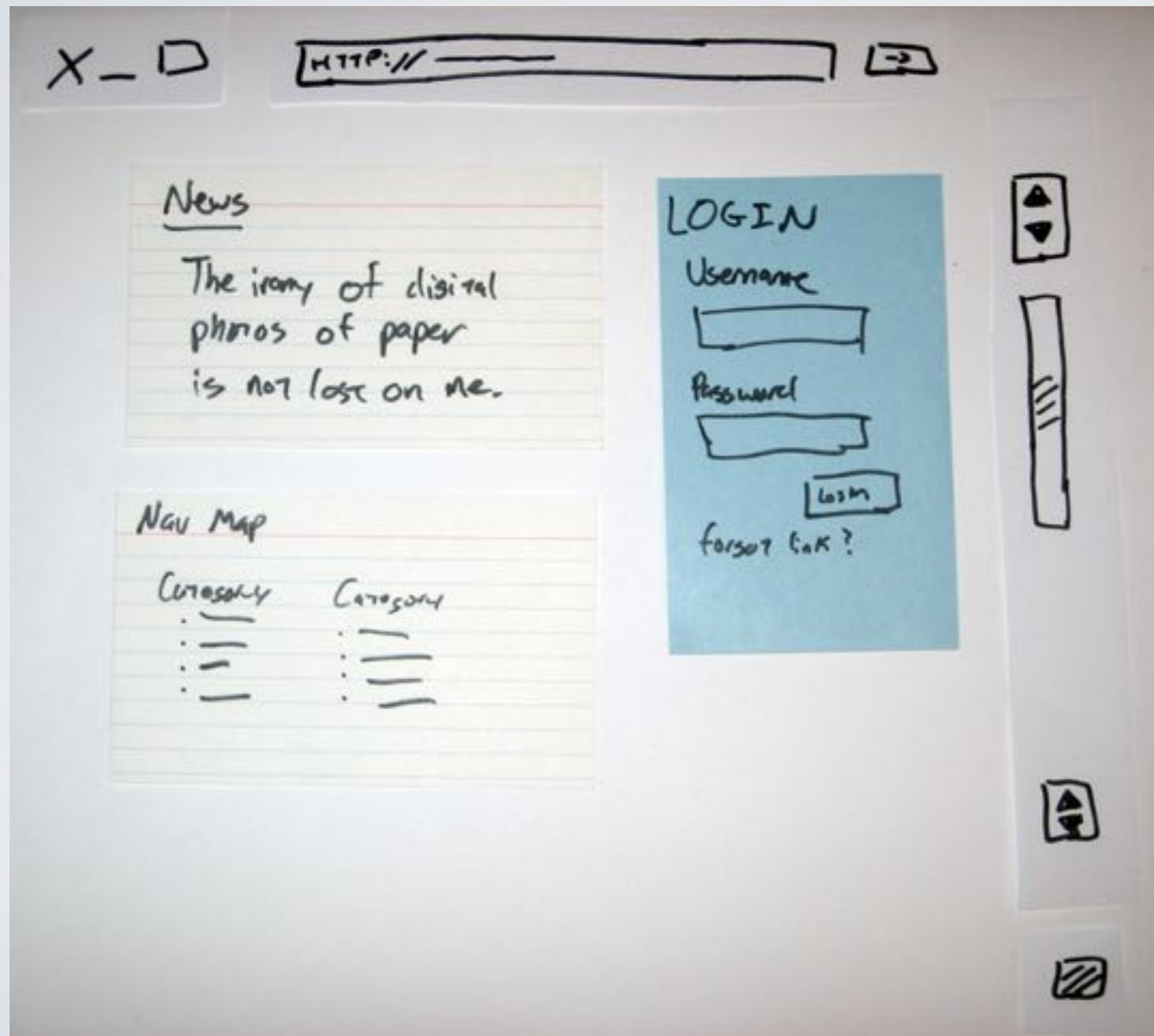
Register

[Already registered? Sign In](#)

THE PROTOTYPE: MOVABLE ELEMENTS

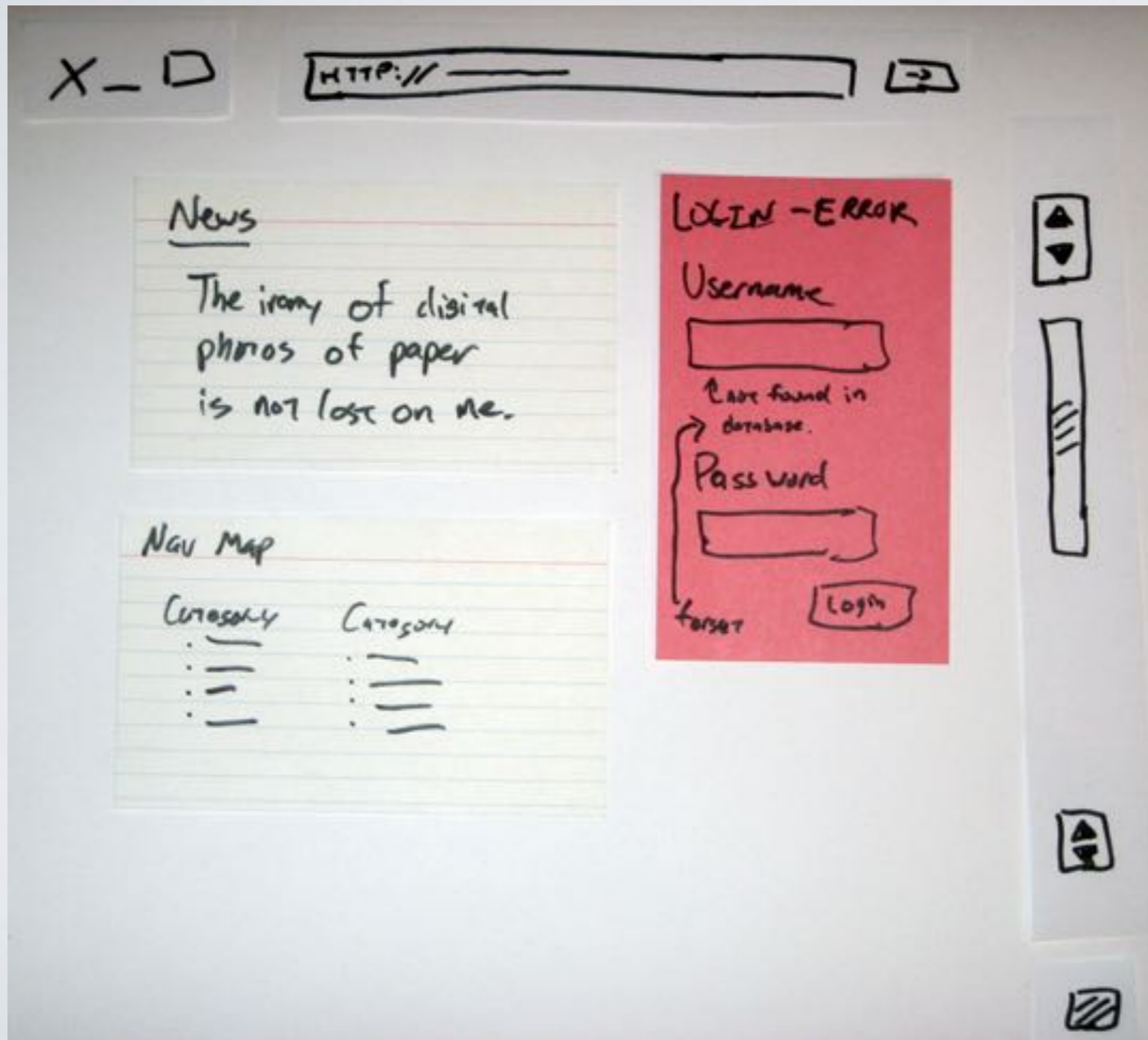


EXAMPLE OF HOW TO REFRESH THE SCREEN



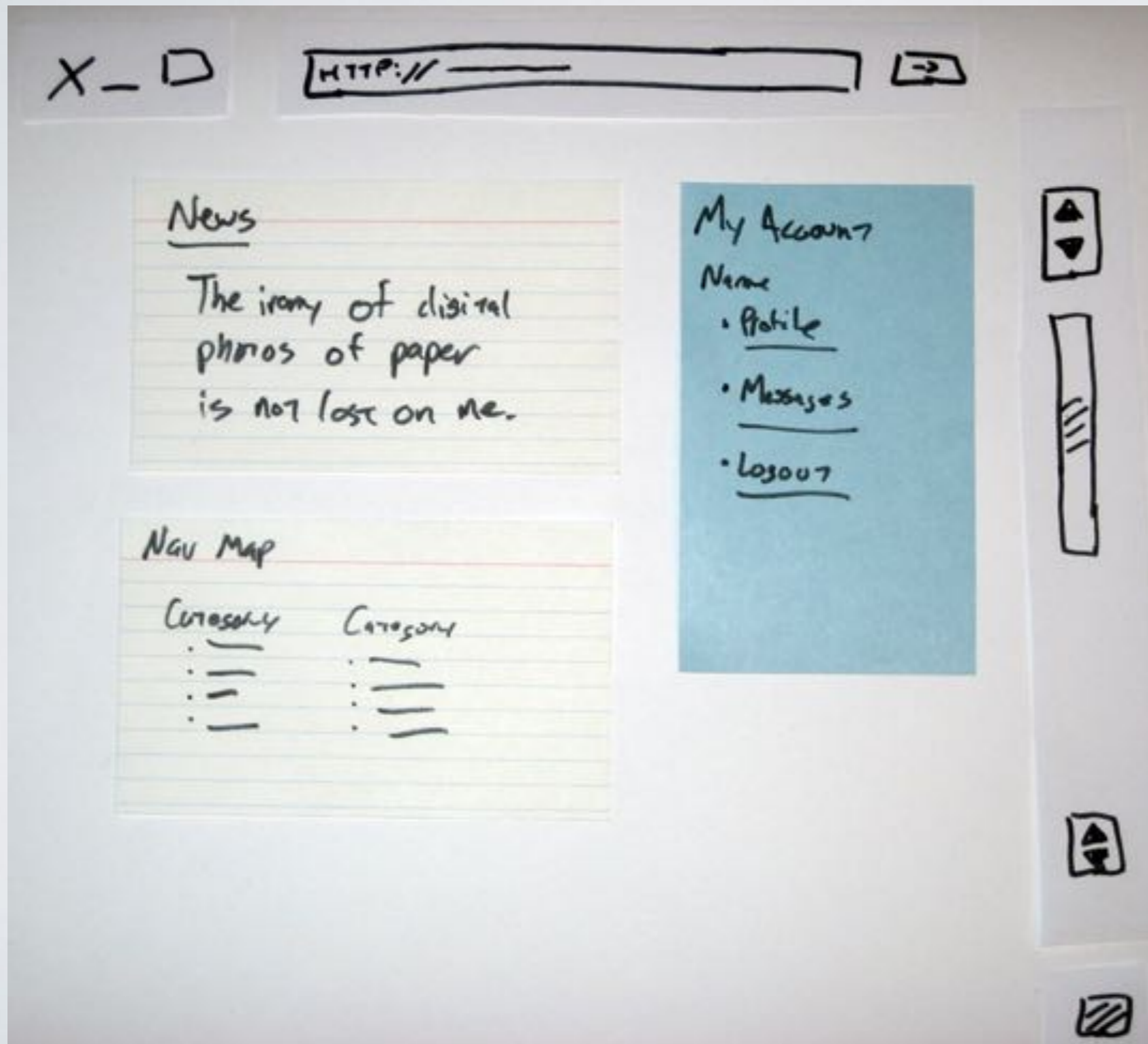
Here a username not found in the database triggers an error and on a successful login the box displays the "my account" widget:

EXAMPLE OF HOW TO REFRESH THE SCREEN



When the user “clicks” on an area, you remove the loose elements and replace them with new ones.







EXAMPLE OF HOW TO REFRESH THE SCREEN



Areas of the page (i.e. News, Nav map, Login) are all loose on the page.

USABILITY TESTING TECHNIQUES (WITH PAPER)

LIMITATIONS OF TESTING WITH **PAPER PROTOTYPES**

-  ***Technical feasibility***
-  ***Download time or other response times***
-  ***Scrolling; swiping***
-  ***Colour, fonts and images***
-  ***Animation or effects***
-  ***Can't do remote testing***

WHAT **TYPES OF ISSUES** CAN YOU EXPLORE

Identify the questions you want to know the answer to

CONCEPTS: Do they understand the key concepts?

TERMINOLOGY: Do they understand the terms in the UI?

NAVIGATION: Does the flow match what users expect?

CONTENT: Does it provide the right level of information?

PAGE LAYOUT: Is content organized as users expect?

FUNCTIONALITY: What additional features are desired?

DEVELOP YOUR **TASKS**

Think about what people do with your website or app

- *What are the most important actions the user should take?*
- *What are your users' goals?*
- *What are the goals of your business and/or organization?*

DEVELOP YOUR **TASKS**

Think about what people do with your website or app

*Think about all the important things people (should) do on your web application and write down a short list of **one-sentence tasks**.*

Be specific: Give participants a reason or purpose for performing the task.

DEVELOP YOUR TASKS

Think about what people do with your website or app

A good list of tasks contains user interactions that are relevant to the success of your app

If you want people to buy on your site you should have a task that asks testers to purchase a product

Think of your prototype as a conversation piece

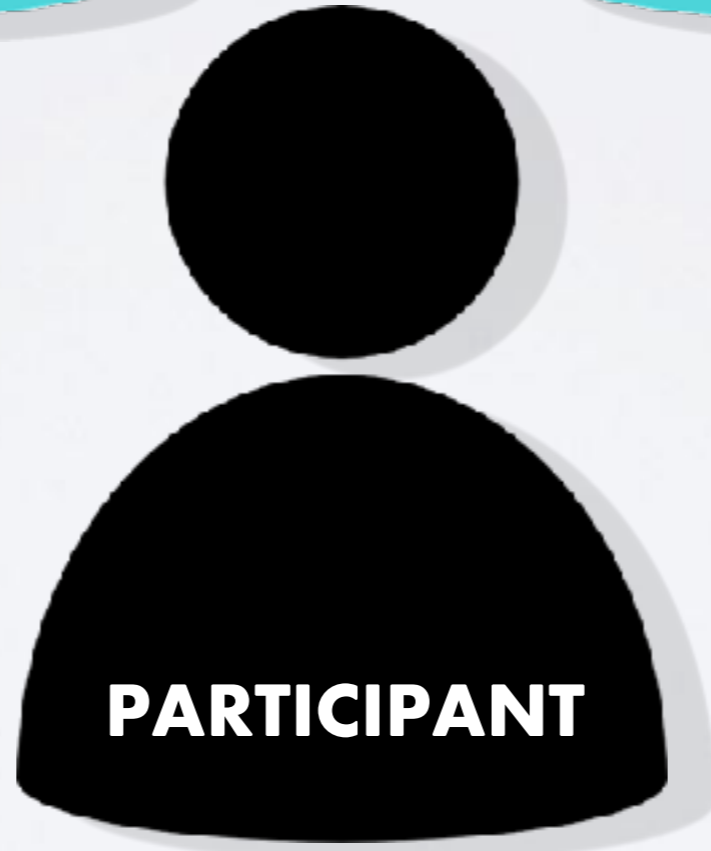
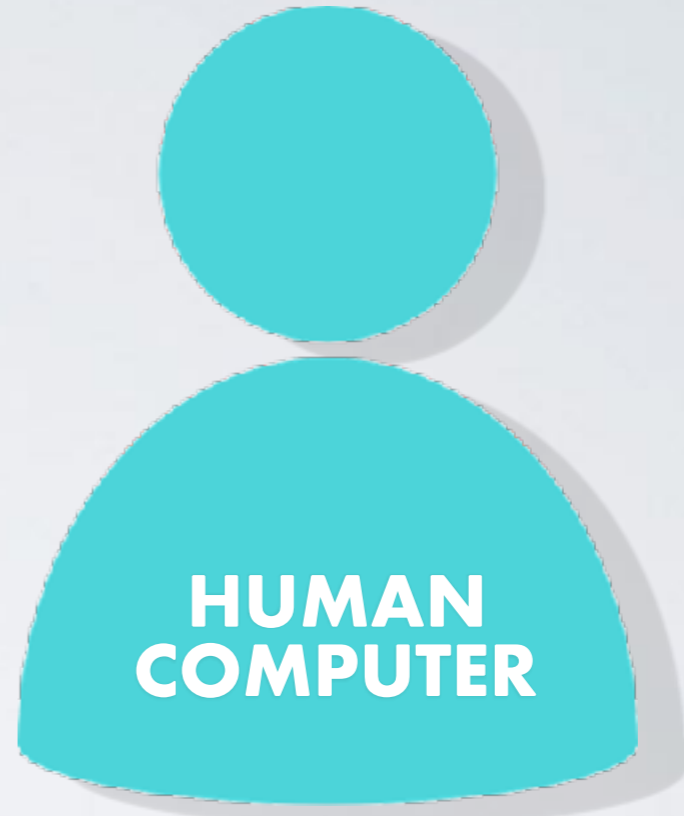
DEVELOP YOUR TASKS

Create screens and states for those tasks.

TASK:

- ① Buy 3 tickets for your family members.
- ② Find out more information about the animal wolf
- ③ know more about an upcoming event





CONDUCTING THE TEST: WELCOME THE PARTICIPANT

“ Hi _____ , thank you again for taking the time to participate in this study. Before we begin, I’m going to give you a brief overview of the test and how it will work. ”

CONDUCTING THE TEST: **WELCOME THE PARTICIPANT**

“ This session is pretty straightforward. I’ll be giving you a broad task to complete and then asking questions as we go along. Before I tell you the task, I’ll be giving you a little bit of context behind it, such as why you might be doing it and what you hope to achieve. ”

CONDUCTING THE TEST: **WELCOME THE PARTICIPANT**

Give the user a brief overview of your app. Describe the idea, the purpose and broad functionality so that they will have context during the session. This will make your test more meaningful.

CONDUCTING THE TEST: WELCOME THE PARTICIPANT

“ During the tasks, we would like you to *think out loud*. We do not want to interrupt your thought process with our questions, so if you are thinking about which button to press, explain what you are thinking. ”

CONDUCTING THE TEST: INTRODUCE THE PROTOTYPE

“ During the tasks, we would like you to *think out loud*. We do not want to interrupt your thought process with our questions, so if you are thinking about which button to press, explain what you are thinking. ”

CONDUCTING THE TEST: **INTRODUCE THE PROTOTYPE**

**“ This is just a crude, initial prototype.
Don't focus on how it looks. ”**

**“ Not every screen interaction
will be shown. ”**

CONDUCTING THE TEST: INTRODUCE THE TESTING PROCESS

“ Use your finger to tap what you would click on. ”

“ Bear with me as the computer reacts to show you what happens next. ”

“ Please think out loud. ”

CONDUCTING THE TEST: **IF PARTICIPANT RUNS INTO A DEAD END**

“ We don't have that created in the prototype, but what would you have expected to happen? ”

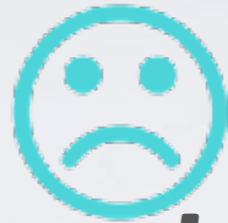
“ Let's say you clicked on that, and you realized it wasn't where you wanted to go, what would you do next? ”

CONDUCTING THE TEST: **PHRASE TASKS AS A SIMPLE SCENARIO**

“ Show me what you’d do if you wanted to know the weather for Tuesday. ”

“ You want to book a hotel room in Paris near the centre of the city. Show me how you’d do that. ”

CONDUCTING THE TEST:
"SHOW ME" INSPIRES ACTION



“What would you do if you wanted to find a hotel in Amsterdam?”



“Show me what you'd do if you wanted to find a hotel in Amsterdam.”

CONDUCTING THE TEST:
AVOID WORDS THAT GIVE AWAY THE TASK



“Show me what you’d do if you wanted to add those shoes to your shopping cart.”



“Show me what you’d do if you decided you wanted to buy these shoes.”

Usability Test with Paper Prototype

https://new.gov.in

LOGIN

RO
TO

COMPLAINTS
PETITIONS
SPONSORSHIP
TENDER

BY

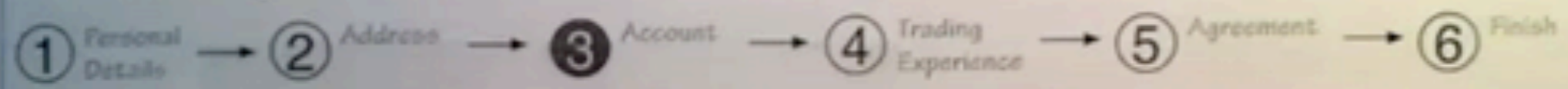
VOTE
RAJYA SABHA
LOK SABHA

TO

RIGHT TO INFO
CONSTITUTION



ENGLISH ▲



Account Type:

Username:

Note: Your username must be between 6/10 letters long.

Password:

Note: Your password must be between 6/10 letters long.

Confirm Password:

Account Currency:

Consent Preference:

① Account Type

~~~~~

~~~~~

~~~~~

Advanced Account

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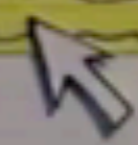
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Basic Account

~~~~~

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~~~~~



Home | Approvals | Feedback | My Department | Logout

Welcome Nigel Clark

Click here to apply for leave

Your balance is 03 days

HR Announcements

Useful Links

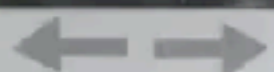
HR Advisor

Leave Policy

Only Care

Team Calendar

Tab



https:// loginpage

# Concept Map

Login to use our site!

User name

Password

[Sign up](#)

[Login](#)

