

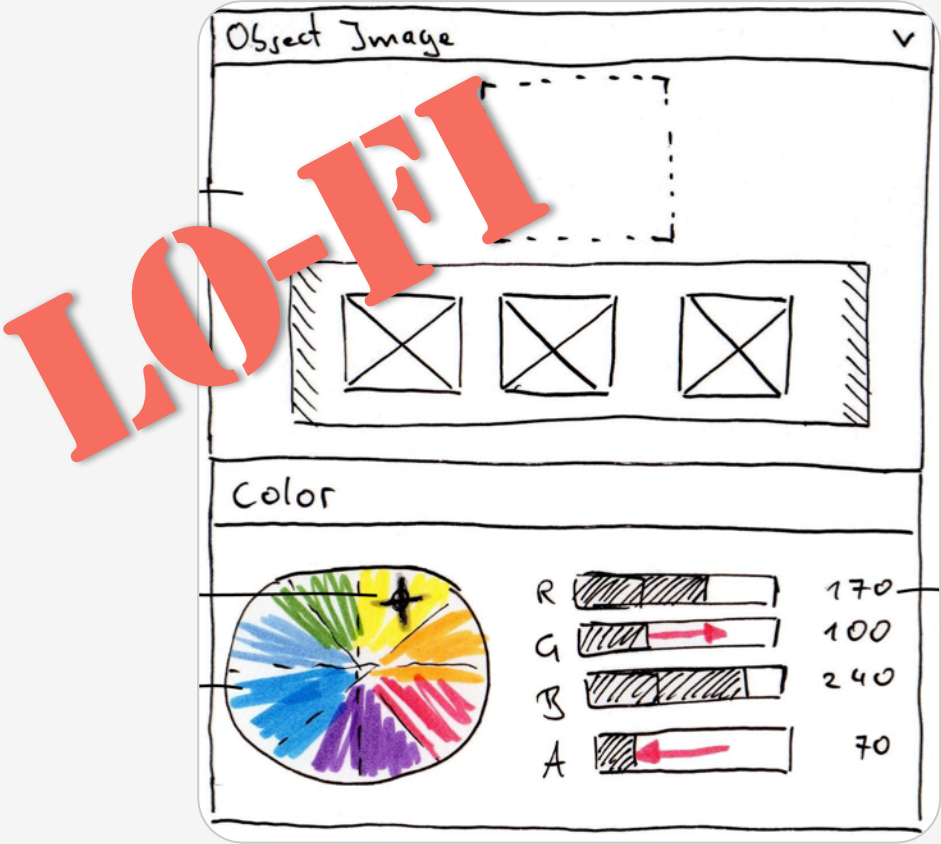
Towards a More Conscious Use of Prototypes in Mobile UX Design

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Workshop on Prototyping to Support the Interaction
Designing in Mobile Application Development
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Hochschule Mannheim

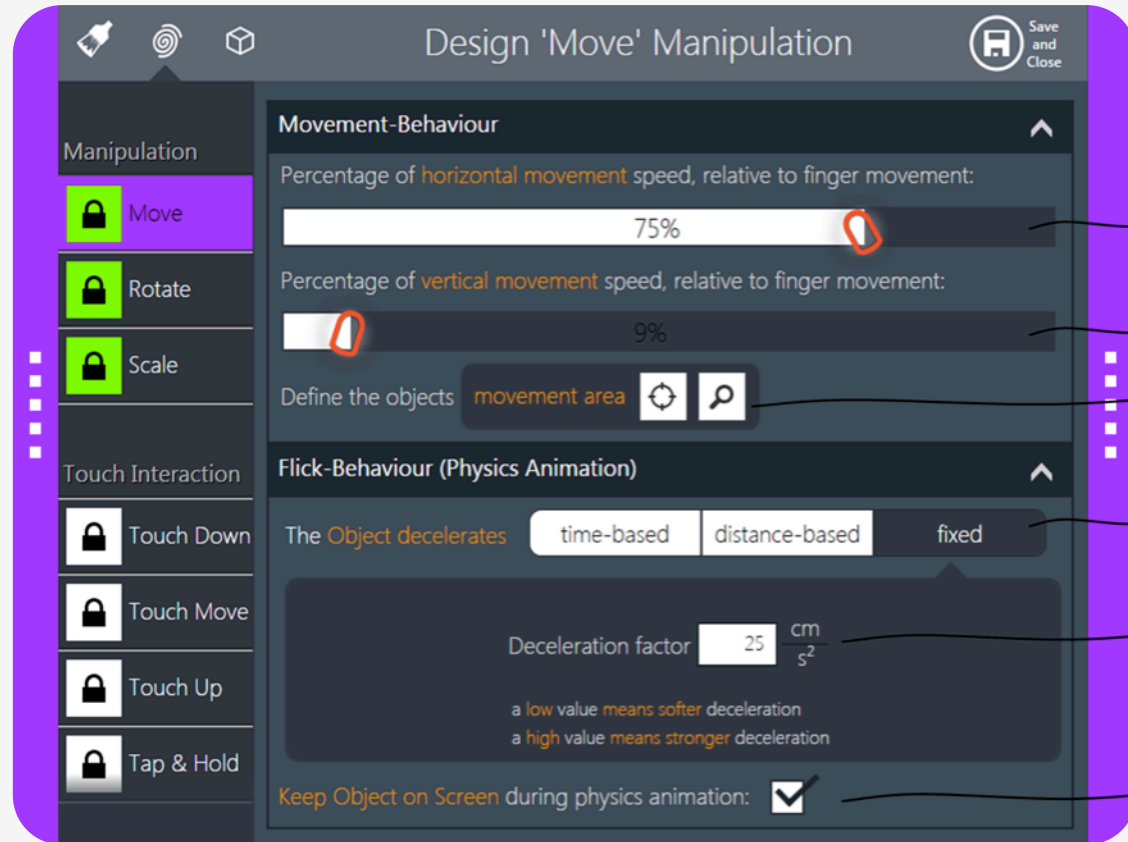
Let's start easy:



Which fidelity is this?

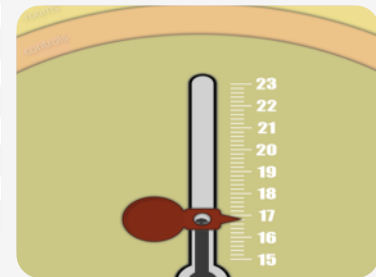
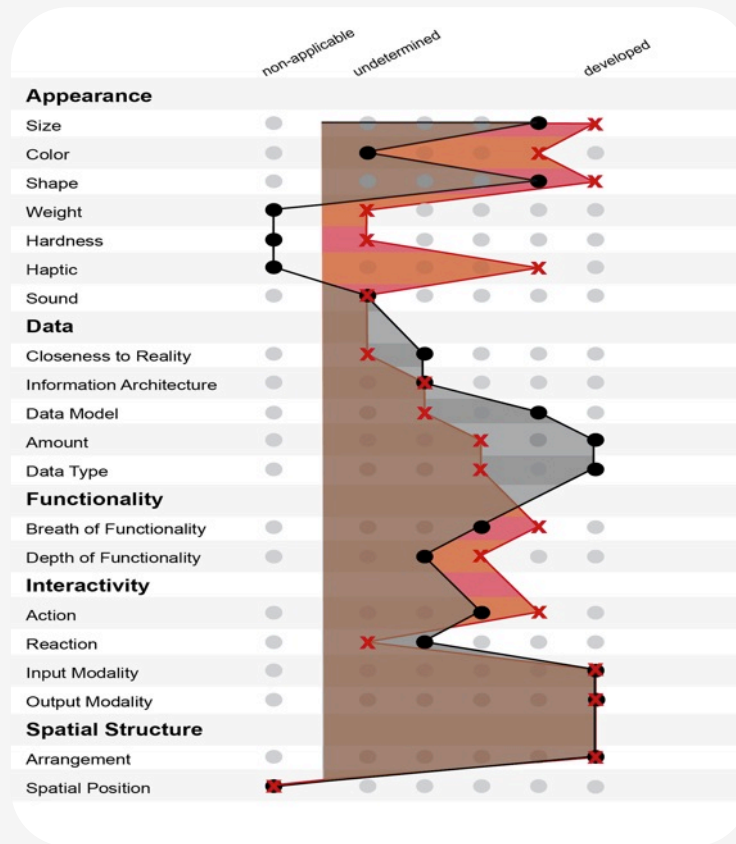
Another one...

What about this?



What we propose:

Filter-Fidelity- Profiles



Related Work

McCurdy et al. 2006

„[...] the distinction is especially difficult to make when an artifact is particularly well developed in one area but not in others.“

Mixed fidelity

Related Work

Lim et al. 2008

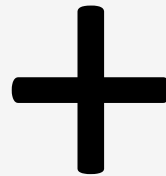
„Prototypes are filters that traverse a design space and are manifestations of design ideas that concretize and externalize conceptual ideas.“

Prototypes as Filter

What do we have?

Mixed fidelity

McCurdy et al. 2006



Filter

Lim et al. 2008

5 Filter-Dimensions

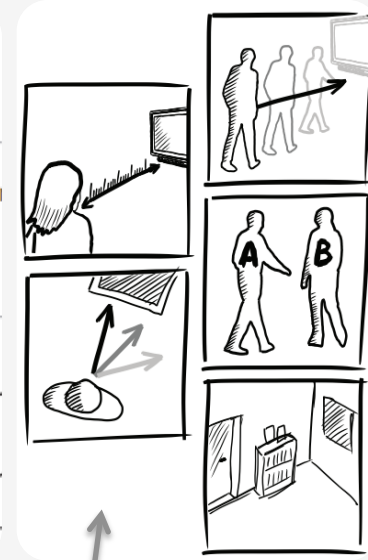
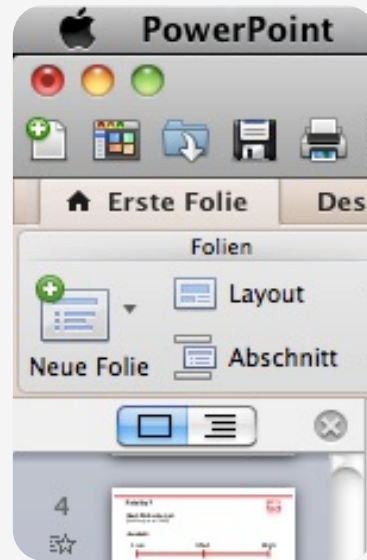
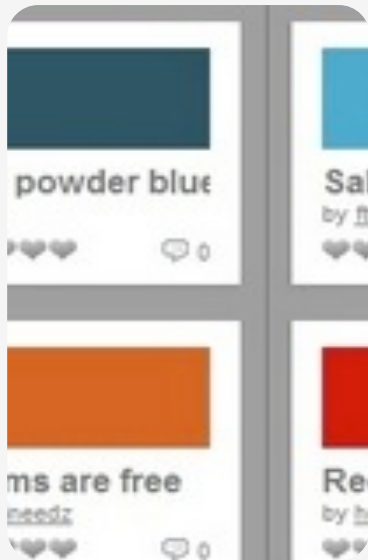
Appearance

Data

Functionality

Interactivity

Spatial Structure



(cf. Lim et al., 2008)

(cf. Greenberg et al., 2008)

Profiles and Variables

Appearance

Size
Color
Shape
Weight
Hardness
Haptic
Sound

Data

Closeness to
Reality
IA
Data Model
Amount
Data Type

Functionality

Breadth
Depth

Interactivity

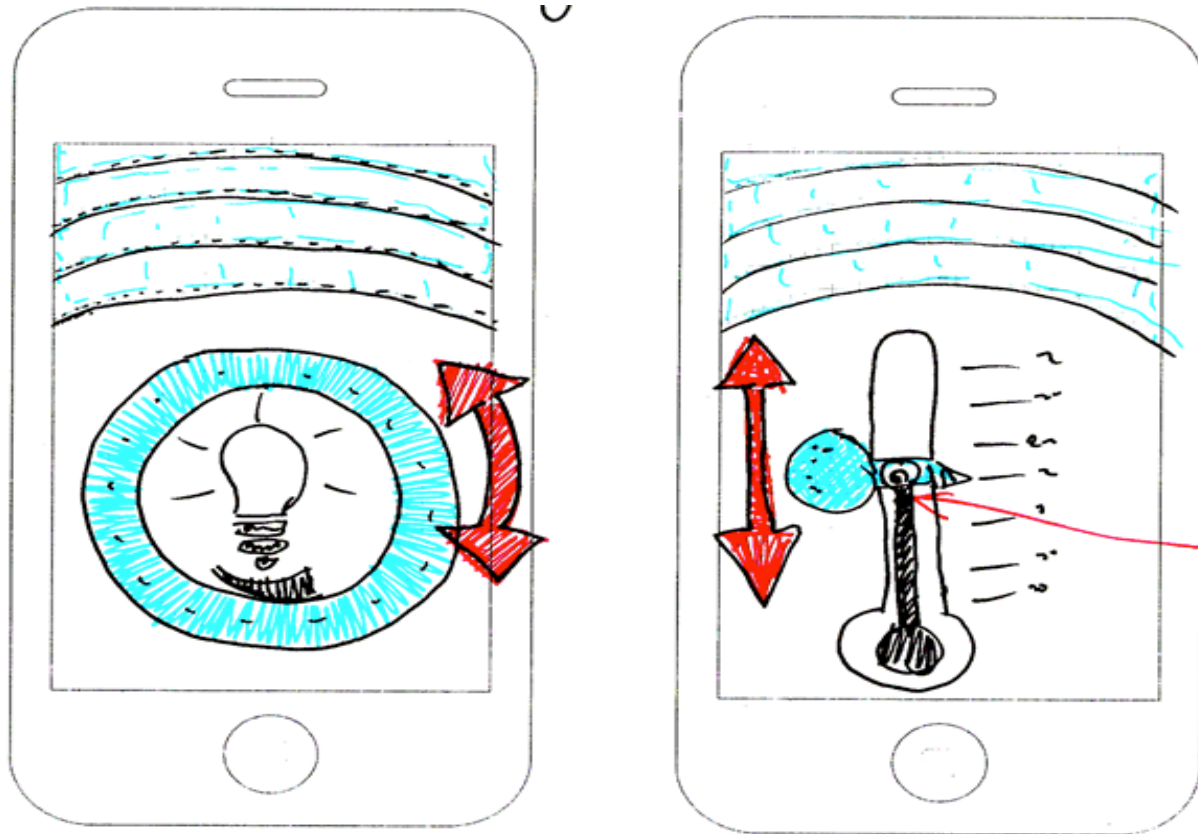
Action
Reaction
Input Modality
Output Modality

Spatial
Structure

Arrangement
Spatial Position

Closer definition proposal, please see Workshop-Paper.
Also cf. Hochreuter et al., 2013.

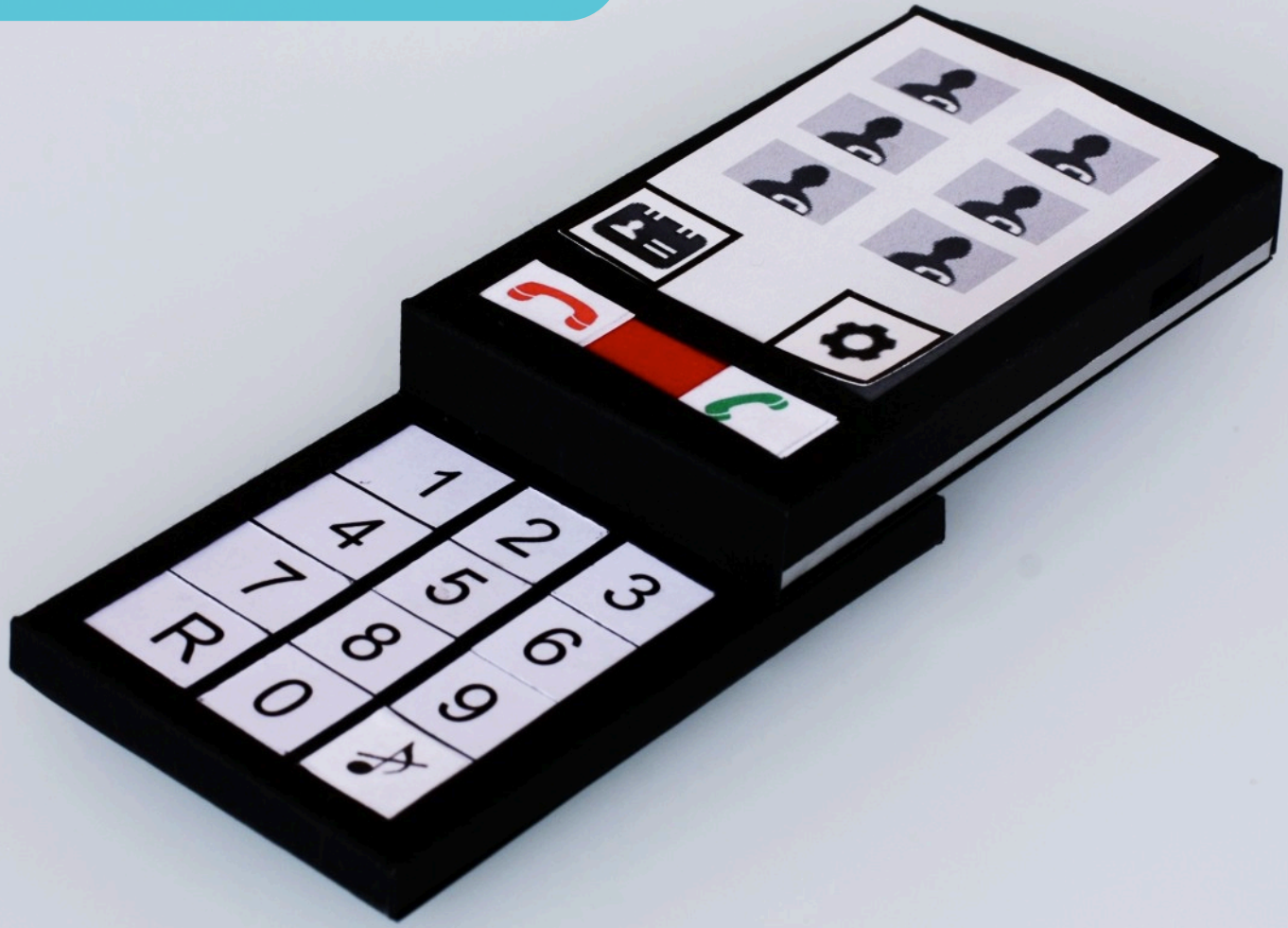
Interactivity - Actions



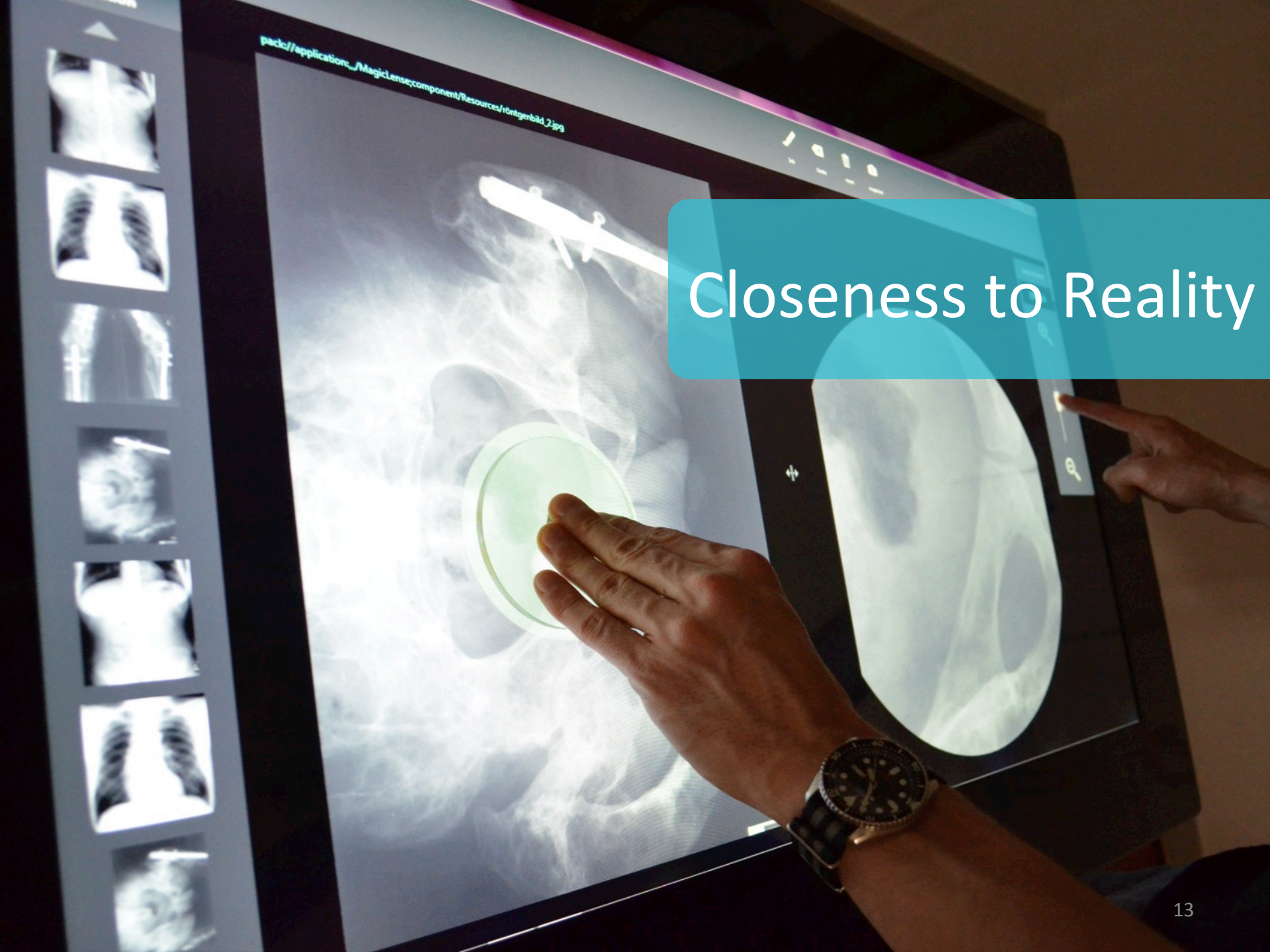
Interaction Vocabulary, see Diefenbach et al., 2010.

intermezzo

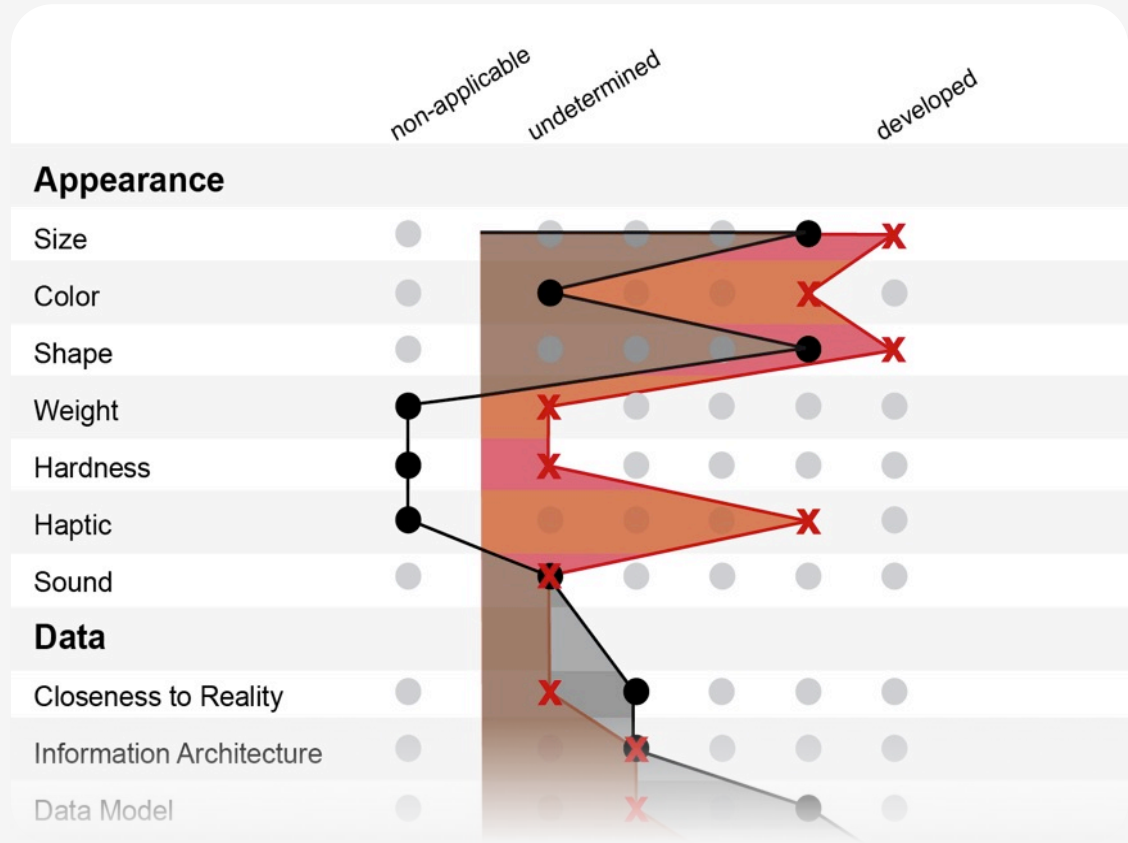
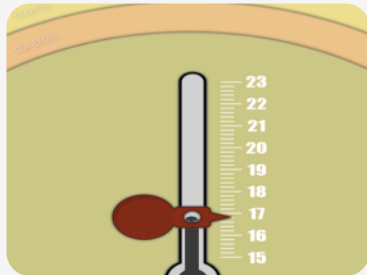
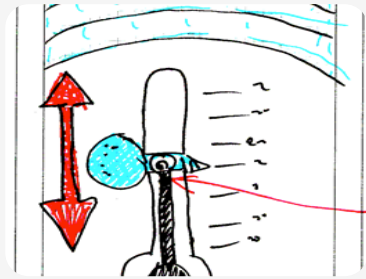
Shape, Haptics, ...



Closeness to Reality



So what do we do now?



How to work with the Model?

1.
Tailor

2.
Define Goals

3.
Profile

4.
Choose Tool

5.
Recap

Project
Context

Requirements
&
Constraints

Exploration
Evaluation
Documentation
Eval. Questions

See also:
Houde and Hill,
1997

Choose
Variables.

Choose fidelity.

Keep profile in
mind.

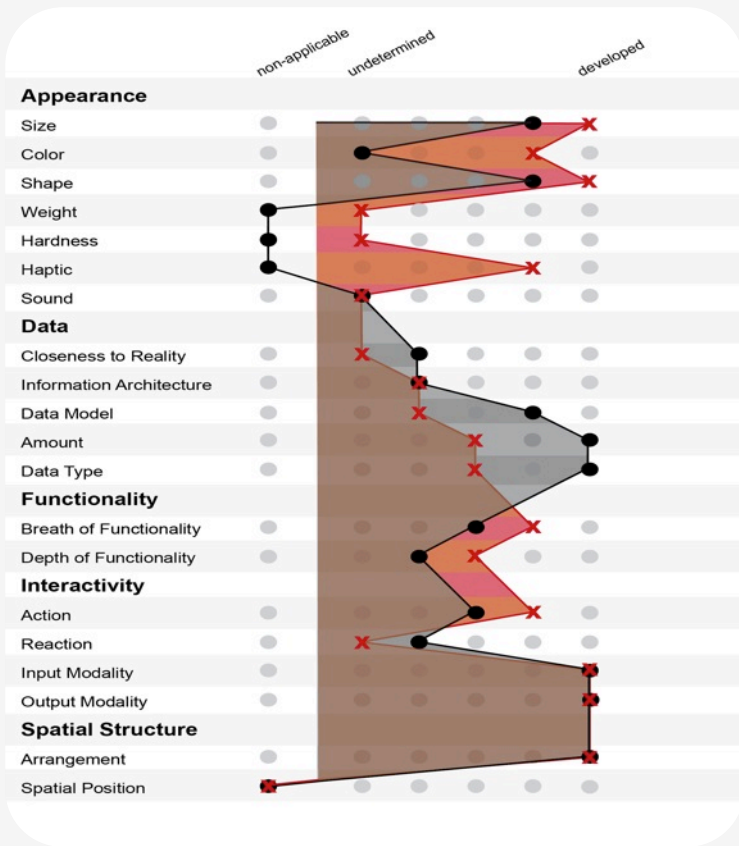
See next slide.

Ask questions.

Document
profile and
results.

Iterate

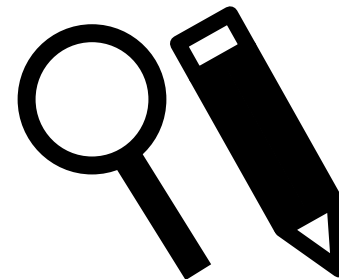
Future Work



Tools

UX

UX-Layer



Evaluation Methods

Thank you for your attention.

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For further literature, see our Workshop-Paper.