

Low-Fi Prototypes: Exercise

User Experience Design

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Exercise

- The following slides includes two paper prototypes from last year's HCI course
 - **BEWARE: pre-feedback!**
 - **DO NOT** use them as examples of good prototypes!
- Work in groups or pairs
- Pick **one** of the two following prototypes at your choice
- Using the design principles discussed in class and the tasks reported for each prototype:
 - criticize the paper prototype
 - make a list of pros and cons for the design

Prototype 1: Math-ilo tu!

- Value proposition: *Turning Math into Reality*
- Goal: to support elementary school teachers teaching math
- Tasks:
 - Simple: Choose the most suitable way to represent and analyze a math problem
 - Moderate: Personalize the problem according to children's preferences for a more engaging analysis
 - Complex: Show different step-by-step resolutions of the math problem to facilitate students' comprehension
- Prototype: <https://polito-hci-2023.github.io/materials/slides/05b-exercise/01a-math-ilo-tu-prototype.pdf>
- Flow diagram: <https://polito-hci-2023.github.io/materials/slides/05b-exercise/01b-math-ilo-tu-prototype-flow.pdf>

Prototype 2: TouchGrass

- Value proposition: *Take a rest. Enjoy your meal!*
- Goal: to disconnect from work during mealtime
- Tasks:
 - Simple: Restrict work related phone usage at the beginning of a mealtime
 - Moderate: Earn rewards after disconnecting for some hours
 - Complex: Become a reward provider as a company
- Prototype: <https://polito-hci-2023.github.io/materials/slides/05b-exercise/02a-touchgrass-prototype.pdf>
- Flow diagram: <https://polito-hci-2023.github.io/materials/slides/05b-exercise/02b-touchgrass-prototype-flow.pdf>



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