REMOTE PAPER PROTOTYPE TESTING

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Mobile app usage accounts for >50% of time spent on digital media. [Lipsman]

HOW CAN WE QUICKLY MAKE AND TEST PROTOTYPES?
PAPER PROTOTYPING

• Fast and cheap to make and test (<1 hour)

• Focuses on core interactions instead of look & feel

• Test multiple designs and iterate rapidly

[Rettig; Tohidi, Buxton, et al.; Beckam, Barry; Dow, Glassco, et al.]

What about mobile applications?
IN LAB?

- Researchers have argued that paper leads to contrived scenarios and does not surface realistic expectations [de Sa]
OUT OF THE LAB?

• practical challenges: follow user around, awkward to “wizard” the prototype and see user actions
OUT OF THE LAB?

• current solutions:
  • paper-in-screen (e.g. POP app)
  • minimum viable product
REMOTE PAPER PROTOTYPE TESTING
REALISTIC SITUATIONS
REMOTE WIZARDING
SITUATIONAL CONTEXT
RIDDLE HUNT

Slide to Start
IMPORTANCE OF CONTEXT

“...you didn’t know what to do when you got to the location...users tried to click on [the candy icons] and wondered what to do next...”
REALISTIC SITUATIONS

“I got more of the stressed emotion of the app not making sense...seeing the paper and being able to press it seemed more real real, richer...actually using it in the actual environment”
Our tool allows designers to create paper prototypes, test them outside the lab, and flexibly update the interface in response to events while testing.
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FUTURE WORK

• mixed fidelity prototyping (e.g. paper “widgets”)
• wizard throughout a day (e.g. recruit a real-time crowd wizard)
GOOGLE GLASS ALTERNATIVES

• **primary affordance**: first-person perspective for situational context

• **possible alternatives:**
  • any other first-person perspective camera
  • phone cameras
  • Google Street View
GOOGLE GLASS ALTERNATIVES

- interface to display tap gestures