Exercise 11 – Mensch-Maschine-Interaktion 1

Video Prototype

(Per-group homework, 1 week)

1. Improve your Paper Prototype

Based on the feedback you got from the demo session and usability test, you can improve your paper prototype before you shoot the video. For example, if the testers were not able to find out where to click (i.e. identify the buttons), you can redraw/underline them. Or, if the member of your team, who was responsible for simulating the computer, had a hard time finding the right sheet in your paper chaos, maybe you can get rid of some sheets (e.g. by using more PostIts or folding the papers).

2. Create a Video Prototype

Create a short video (2-3 minutes) to describe your concept. You can use your paper-prototype to explain how the interaction between user and application will look like.

- Use MovieMaker (Freeware / Windows) or iMovie (Mac) to cut and edit your video.

- Be sure that the video is self-explanatory. If necessary, add some slides in order to show information that is difficult to bring across through video scenes; e.g. explain necessary background information in the beginning of the video.

- The video you submit should have the following format: MPEG-4, resolution 384 x 288, codec: AAC, H.264 (typical youtube format).

3. Presentation

The presentation is obligatory and consists of two parts:

1. Present your whole project in the next tutorial (10-15 min). The presentation should cover all parts of this project:

    I.   Focus group and scenario

    II.   Interview planning and conduction

    III. Concept Definition

    IV.   Paper Prototype and selected tasks

    V.   Feedback received during the demo session

    VI.   Planning, conduction and results of the usability test

    VII. Video prototype

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In other words, present as if you would address people that have never heard anything about your project before.

Note: Bring your video to the next tutorial (e.g. on a USB Stick) and make sure to save the file on the presentation laptop!

2. In the last lecture (July 23rd 2009), there will be a presentation of all video prototypes. The idea is that you get an overview of all projects and you can show your idea and work! Each team has a maximum of 5 minutes. In the beginning, shortly introduce your idea and then show the video you have created.

   Note: You do not have to bring the video - it will be on the presentation laptop.

Both parts of the presentation will be considered in the assessment / grading of your project.

Submission:

– Send your solution to your tutor by email. Use an attachment named exercise11-groupN.zip (N is the number of your group). Use the email subject "mmi1 exercise 11 group N".
– The attachment must contain:
  1. A document, which contains the URL to your uploaded video.
  2. A document that specifies how the work was split between the team members ("task-sharing.pdf").
– **Deadline:** 22.07.2009, 12 noon
– Present your entire project in the next tutorial (~ 10-15 minutes) and in the last lecture (~ 5 minutes).

Instructions for the Final Report (Due on August 15th)

Write a report which documents your work on all exercises related to this project (exercises 7 – 11). You can re-use components of the reports you handed in earlier. However, the result should include all information that is necessary to understand the course of your project (cf. list of contributions described in the presentation instructions).
In particular focus on the lessons learned during the interviews, the demo session and the paper-prototype usability test.

The late deadline for this report (August 15th) was chosen to avoid time conflicts with exams. However, if you did a good job during the last weeks, it should not be much effort to write it, so feel free to hand it in earlier.