

Paper prototyping



1-3 hours - build 1-2 hours - testing



Pens, scissors, glue, paper and a camera for documentation



000 1-4

What?

Paper prototyping is a method of testing an interface using interactive simulation. The different screens in the interface are recreated as sketches on paper.

Why?

Paper prototypes are produced to obtain user feedback early on in the process. This provides you with an opportunity to explore and understand how the various interfaces interact.

How to build the prototype?

- 1. Print out the required wireframe templates. You can also draw these yourself.
- 2. Decide what you want to test on the user.
- 3. Recreate the first screen that the customer sees in your solution and focus on every single 'click'.
- 4. Sketch all 'clicks' in the form of interfaces on different wireframes.
- 5. Each 'click' has to have a new page, so draw them all. All new pages have new 'clicks', meaning you will quickly produce a lot of 'screens'.

How to test the prototype?

- 1. Introduce your prototype and explain the procedure (Point to 'click')
- 2. Ask the user to perform a specific task that you want to test.
- Each time the user 'clicks' on a 'screen', show him/her the next screen sketch in the sequence. Repeat this process until your test is complete.
- 4. Throughout the test, you must record what has worked and what has not worked. Preferably take photos to document the test.

What do you get out of this?

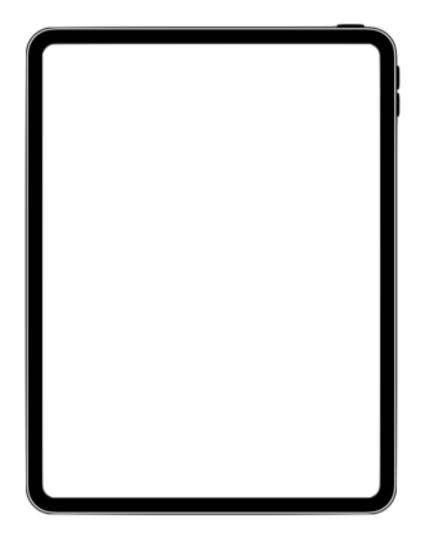
Insight, new ideas and decisions on how best to proceed.



Template for building a prototype

Preferably print out several copies of these templates. Draw your solution straight onto the template to create your prototype. The wireframes clearly replicate how you think your solution will appear on a tablet or mobile phone.







Template for building a prototype

Preferably print out several copies of these templates. Draw your solution straight onto the template to create your prototype. The wireframes clearly replicate how you think your solution will appear on a screen.

