



Video Prototype Report

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How We Made It

We had three stages in our video prototype process: planning, filming, and editing. During planning, we took our tasks from previous assignments and wrote out a rough script putting the tasks into scenarios. As we did this, we developed one consistent storyline about a teacher going through her day to unite the features we wanted to present. Once we had our video outline, we knew which screenshots we need to draw full size for filming.

To film, we found an empty classroom and used a nice digital camera to film our scenes. Later, we stitched together the scenes from our movie and were happy that the story fell into place like we imagined during planning. As the final step in editing, we replaced the video sound with narration and music. Overall, the video prototype process was a good experience for us, and if we did it again we would be able to avoid most of the issues we encountered this time.

New Techniques

While we mostly used the techniques described in class, we did not have a tripod and had to improvise. The projector cart in the classroom worked better than we anticipated; it was the perfect height and could be moved around conveniently.

What Worked Well

We found that it was easiest to prop our paper screenshots on a laptop screen, set the camera on our make-shift tripod to keep it steady, and stop and restart the recording whenever we needed to manipulate our prototype. As we filmed, it was incredibly helpful to have our plan already in place; we made a few modifications, but it kept us focused and we never had to scramble to draw any full-size screenshots of our application.

What Was Difficult

One difficult thing was that our project is meant to be a web app, but we couldn't show a mouse pointer over the paper, so we had to physically point-and-click. Hopefully this will not create too much confusion since we show the teacher using it on a laptop, not a tablet. We also ran into quite a bit of difficulty dealing with file formats, such as trying to find a mac to open the files off the camera and transferring them between group members. It was more difficult than we anticipated to add narration after filming. We ran into timing issues, microphone issues, and software issues. If we ever do another video prototype, we'll minimize the amount of editing needed or budget extra time for it.