



BUS ALERTS

One Alert Away From Your Next Bus

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Video Prototype

Process

First of all, we decided that we needed to have concrete plan before starting to make the video prototype. We discussed and came up with various ideas for the format and presentation of our video, then tried to identify the pros and cons of each option. After some deliberation, we decided to use still photos and a split screen display to present our scenarios and our interface. We started by taking pictures in different settings for our different scenarios, using a regular camera. We used those pictures as part of our video to give the audience a sense of the user and scenario. We then put an enlarged interactive interface beside those pictures to present a clearer image of what the user would see on their device screens. Lastly, we added background music and voice description to our video.

New Techniques

Instead of using traditional video for our video prototype, we used still photos with narration to present our interface. While taking pictures for our video, we sped up our “filming” process by having our actor place a finger at the top left corner of the mobile device’s screen and systematically take photos at different positions on the screen. While our decision to use still photos was creative and sped up filming, it left most of the work to be done on Photoshop and Premiere.

What worked well

The split screen idea to present both interface and the user interacting with the interface at the same time seemed to work pretty well. The screen on the left displayed very smooth interaction of the BusAlerts interface, while the right side periodically displayed an image of the user with their device that complemented the interface on the left. Here, photos worked really well in comparison to video. Video mirroring our zoomed up interface would have made our video too busy to the viewer.

Difficulties and Areas for Improvement

We did not have access to a video camera, so we were limited to using still photos for our video. We felt that we were able to partially overcome this with our split screen. However, we had to rely heavily on voice-over narrative. It would have been better if we could have had access to more actors who could play the events out in video. This might have made our scenarios more realistic and lent more of a story-type setting to our video, which might in turn have appealed to our audience more.