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Video Prototype Report CSE 440 Autumn 2011

Group

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Design	Kevin Bang
Testing	Jerry Li

How did you make it?

We used James' camera to shoot the video. We divided the video clips into two categories; action part and close-up part. Action part was where Kevin was acting as the user, and did not involve detailed interactions with the application. Close-up part was where the details of the interactions with the application were filmed. For each task, we shot all the related action part in a single clip. Interaction part was shot using the stop technique, and Jerry edited the interaction parts into the action part clip. The first and second task was meant to be a silent video, so Jerry dubbed narrations on the video for these two tasks. For the last task, it involved voice interaction with the application, so the sound was also recorded for the clip for the last task.

Any interesting techniques?

For the last task, the application had to create a voice feedback, so Jerry became the voice generator and tried to create digital-ish voice tone.

What worked well?

We had our tasks clearly defined so coming up with a script was an easy task. Also the application storyboard was detailed enough to simply follow. We also had very few NGs (i.e. laughing) so the process took less time than we expected.

What was difficult?

Kevin's paper prototypes did not have enough screen variations so he had to create a new screen to shoot the video. Also, for text and number input parts, we constantly had to erase and re-write on the text boxes. Finally, we did not have an access to a car so we had to use a whiteboard to create a very bad representation of the car. There was of course no dock for the phone device, so Jerry had to hold on to it while the video was being filmed.