

WebClinic

Video Prototype Report
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How did you make it?

We began making the video prototype by combining the storyboard from our selected design with three scenarios. From the storyboard we decided to incorporate contextual information for each of our scenarios, such as, making a script for a person getting hurt and logging onto WebClinic for medical professional assistance.

We then took our selected design and made paper mock-ups of a user-interface that fit the screen of a standard laptop. We taped a paper mouse icon to the actor's fingers to simulate mouse movement. We filmed almost continuously, except for when we gave the viewer background contextual information about for our scenarios. For these filming scenes, we had to go in the hallway of Mary Gates Hall and outside the building of Mary Gates Hall to provide the appropriate environment for our scenarios.

We filmed the video prototype on a Flip video camera within a single Saturday afternoon, using about three hours to film and two hours to edit on iMovie so that we could add the voice-over to explain the scenario, delete some scenes, and include the context for the scenarios. Three of us were actors (one for each scenario) and the fourth person filmed, directed and narrated the scenes.

Any interesting new techniques you came up with?

An interesting technique was to model a mouse cursor for our web application by wrapping a drawing of a cursor around the user's finger.

What worked well?

Our paper prototypes worked well with our tasks. By taping paper prototypes on the laptop, it gives a sufficient overview of our website. Also, by using a paper icon to model a mouse cursor for the website, the process of a user navigating and using the web site is clearly represented. In addition, the idea of having a background story between each task works well, since it explained the context of each task without too much narration.

What was difficult?

There were some difficulties with using iMovie when editing the video. Although using video editing software was not recommended in class, a couple TAs recommended for us to use it for general editing, because it makes the process much easier. We also had a difficult time with the Flip video camera, because it would not turn on several times and close-up shots were blurry.