Video Prototype

We made our video prototype by creating a paper interface for a smartphone and acting out a story that demonstrated our 3 tasks of looking up healthy foods to eat, setting a reminder for a doctor visit, and tracking weight gain over time and then conveying that information to the doctor.

Our paper prototypes were based on the sketches that we had drawn up beforehand. Careful attention was paid to making the layout very easy to use while still conveying useful information. We strove to differentiate our application from existing ones by using a more visual design rather than cluttering the screen with text.

The most difficult part of the video process was figuring out exactly what we wanted to show while storyboarding. We ended up planning everything out and writing a script on paper about what we wanted to do for each scene. After that, we practiced each one and tried to figure out how to make them flow together better, which led to some of the "fluff" scenes that served as transitions. Making a video that was both interesting and informative was the thing that challenged us the most in the storyboarding process. We wanted to make it something that wasn't just a dry explanation of every function of the app, but we also wanted to make it informative enough to be a useful demonstration to potential users.

We were pleased with how our filming location contributed to the video. The basement lab of Guthrie hall served us well as both a workplace and a doctor's office. The lobby level of the building was used as a realistic looking waiting room.

We could have improved the movie by taking more time to learn about various video-editing programs. We learned how to use iMovie, and while we quickly gained some level of fluency with the program, we were unable to create perfectly seamless transitions from time to time. It was also difficult to completely convey the plot to the viewer without being overly heavy-handed. This problem also caused us to return to filming in order to create a scene to fill a plot gap that was noticed after the commencement of editing.