

*Maya Cakmak, Matt Kay, Brad Jacobson, King Xia*

Slide credits: James Landay, Scott Klemmer

# VIDEO PROTOTYPES



University of  
Washington

human-computer interaction  
CSE 440 WINTER 2014

FEB 24 - WEEK 8 - TUESDAY

# Video prototypes

- Videos that illustrate how users will interact with a system

# Prototype fidelity

Fidelity



*Storyboarding*

Time

# Prototype fidelity

Fidelity

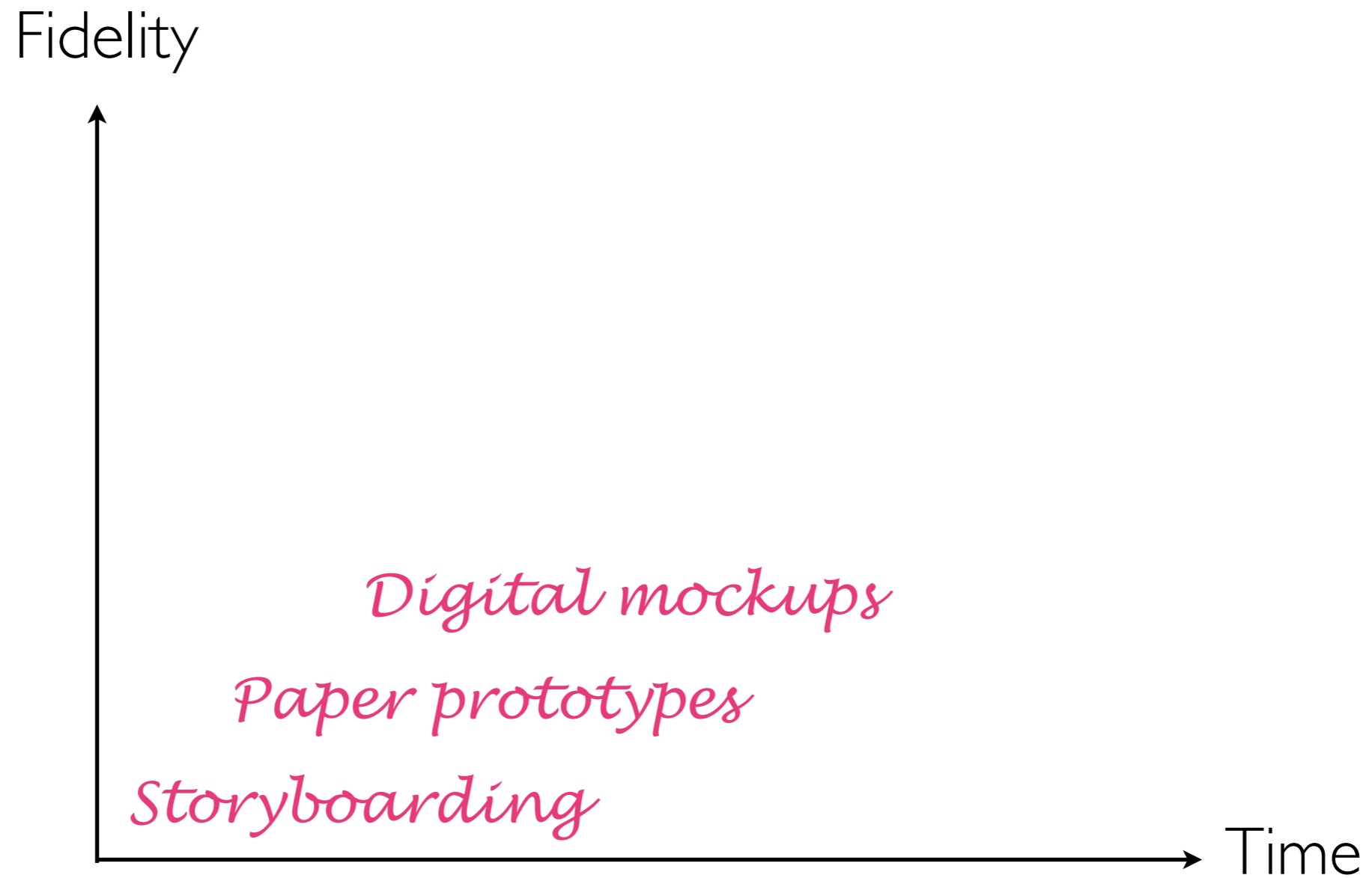


*Paper prototypes*  
*Storyboarding*

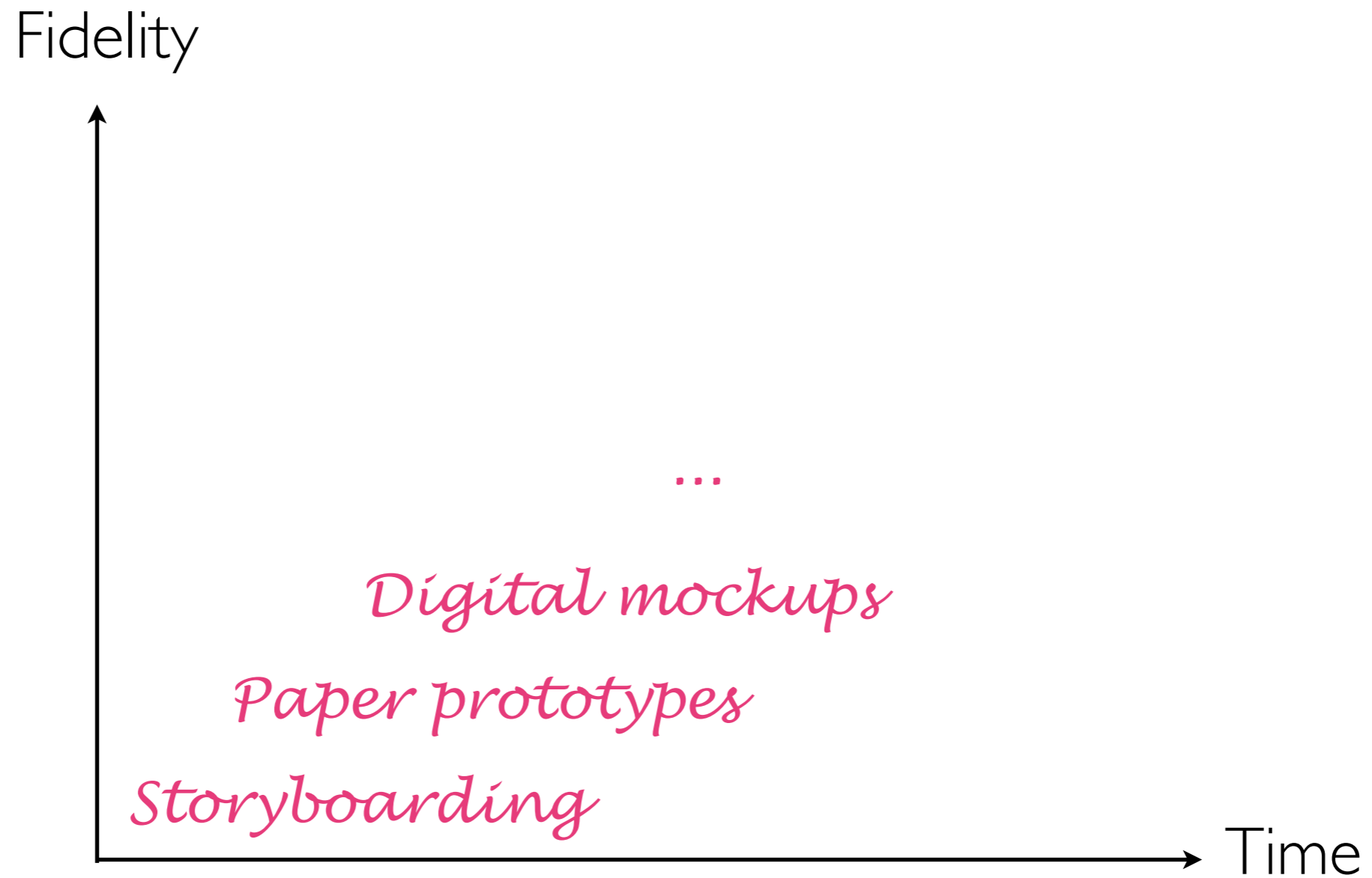
Time



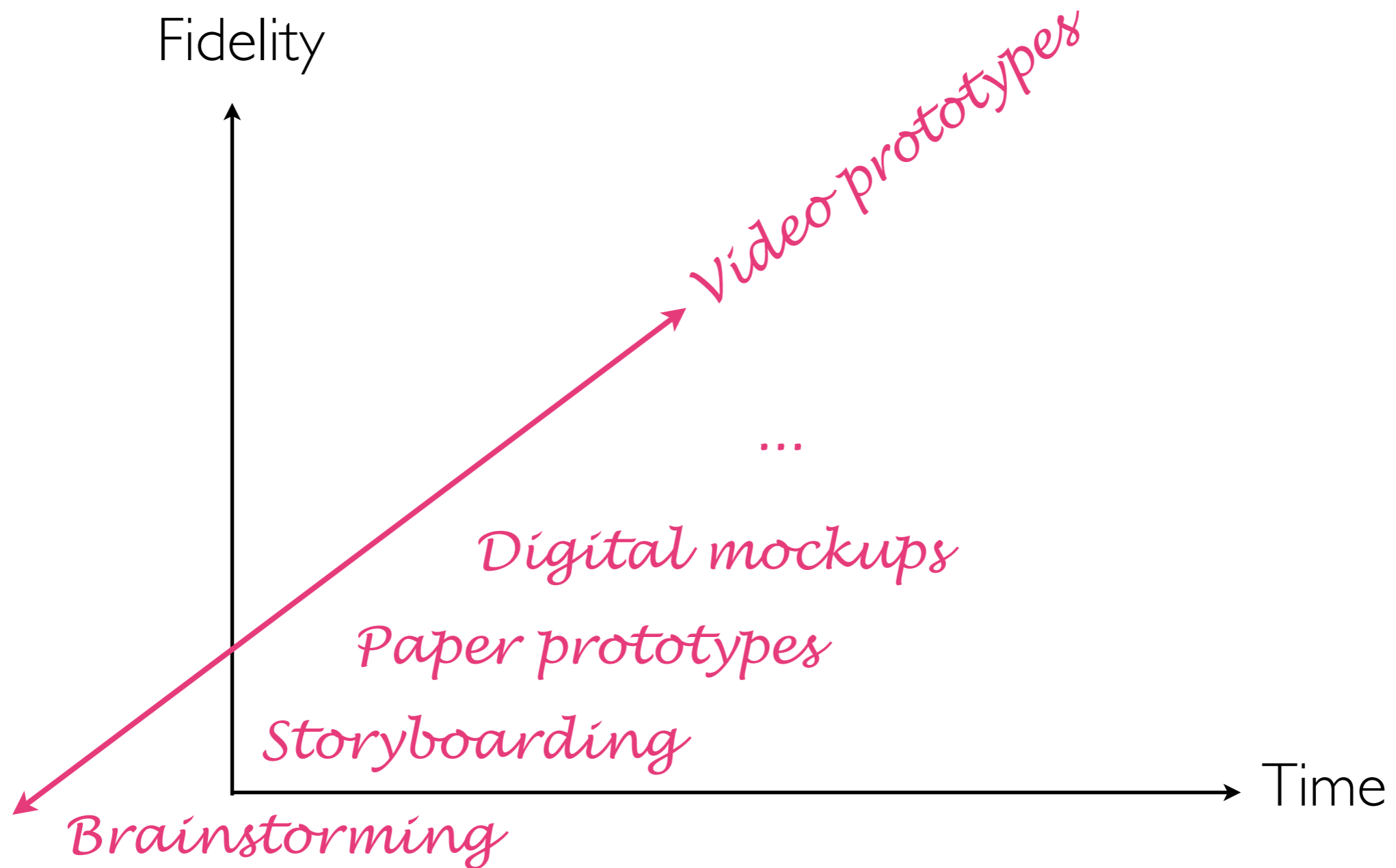
# Prototype fidelity



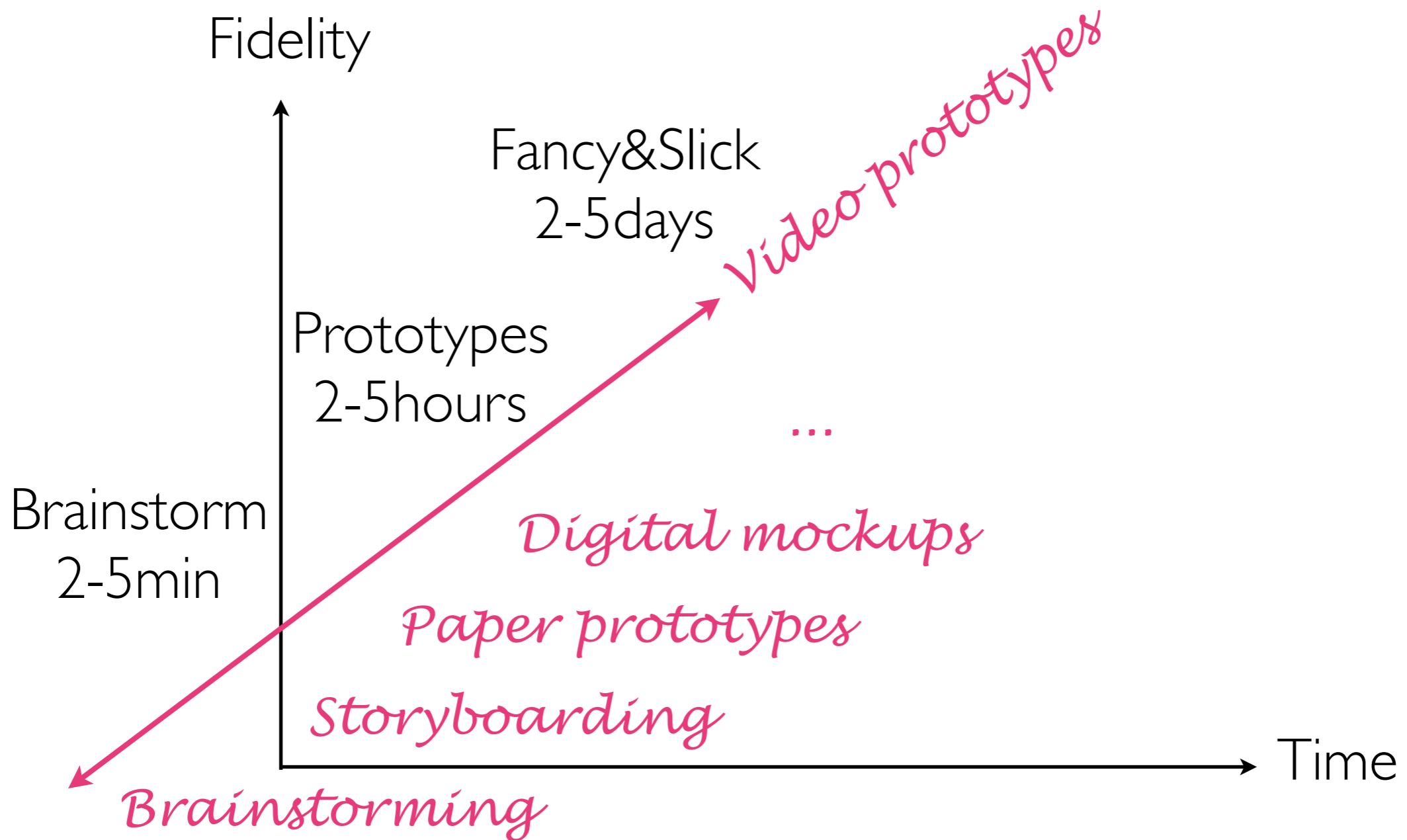
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- Self-explanatory and portable communication tool
  - Creates common ground
- Serves a list of requirements for developers
  - Much better than a long list of written specs
- Ties interface design to tasks
  - Add what's necessary, remove what is not

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- Can help scope a minimum viable product
- Changes what design teams argue about

# What to include in the video?

- Setting
  - People involved?
  - Environment?
  - Task being accomplished?
- Sequence
  - What steps are involved?
  - What leads someone to use the app?
  - What task is being illustrated?
- Satisfaction
  - What's the motivation for the user?
  - What's the end result?
  - What need are you "satisfying"?

*Remember from  
storyboarding?*

# What to include in the video?

- The whole task: motivation, steps, success
  - Tasks that your design enables/supports

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- Find actors and settings for your shots
- Shoot!
- Edit: cut, add overlays, narrate

# Considerations

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- Interface can be paper\*, mockups\*, real or invisible (just showing the task)

# Advice



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- Focus on the message; not the production value!

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- Focus on the message; not the production value!
- Edit as little as possible because that takes A LOT of time! Use “pause” to pre-edit.



# Tips and tricks



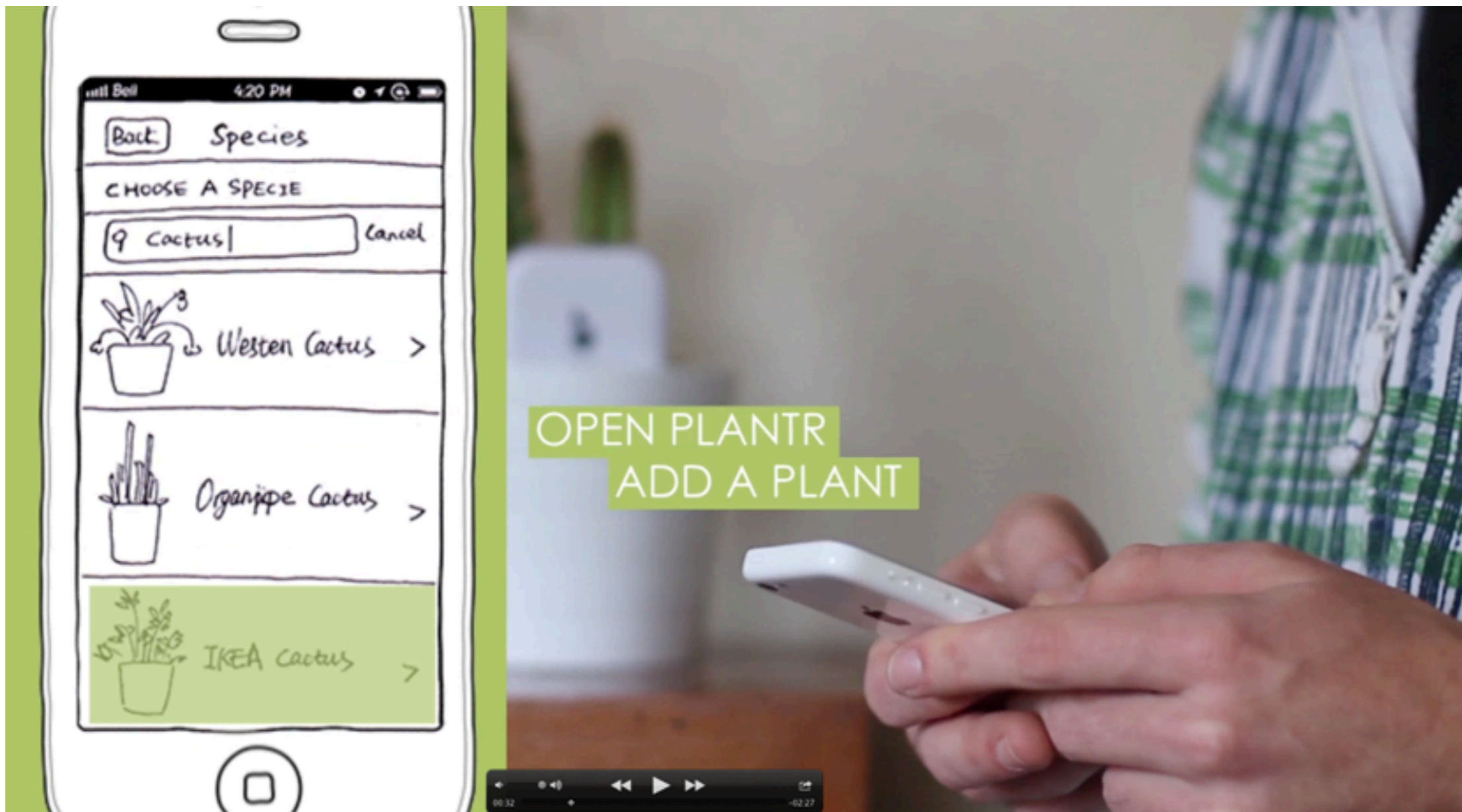
# Tips and tricks

- Add structure to better explain context
  - begin with a title
  - follow with an “establishing shot” (show context)
  - create series of closeup & mid-range shots, interspersed with title cards to tell the story
  - place a final card with credits at the end

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  - place a final card with credits at the end
- “Time-lapse photography” lets images appear and disappear in response to interaction
  - e.g., illustrate pop-up menu by recording clip of pressing button, pause camera, add menu, restart camera

# Examples



- Critique
- Identify tricks



# Buddy Map



# Centr

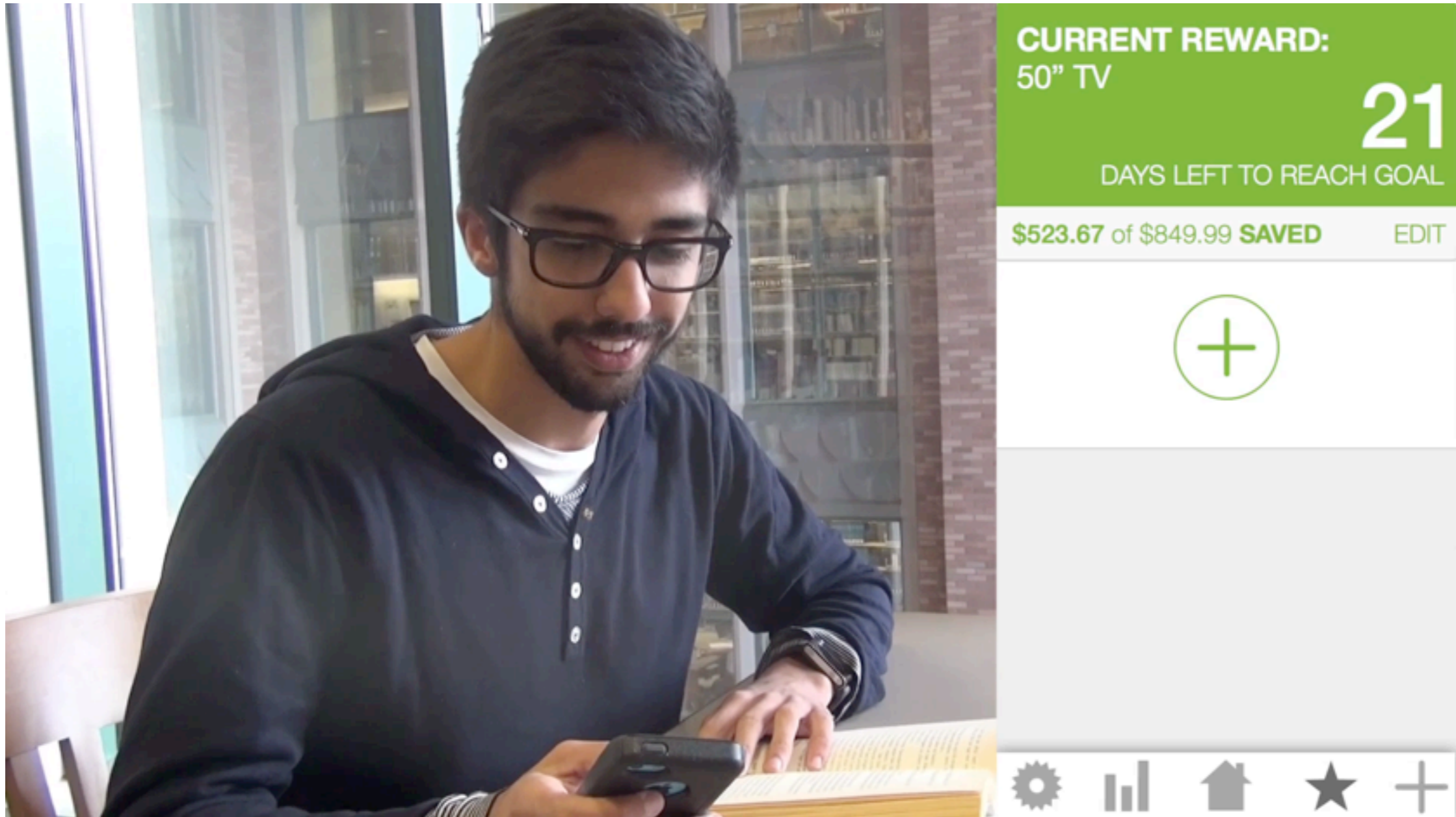




# Consumester



# Kaching





# Reminders

- Presentations: Thu/Fri
- Upcoming assignments (will be posted this week):
  - Assignment 4: Communicating the design
  - Reading assignment 3
- Maya is away next week

Alcohol	Maya
Habits	Maya
Pet informatics	King
Drugs	King
Success in a course	Matt
Decision making	Maya
Eldercare	Brad
Food spoilage	King
GI	Brad
Relationships	Matt
Mood factors	Brad
Speech	Brad
Sunlight	Matt