

RouteMyRun

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CSE 440 – Video Prototyping Reflection

Creating a video prototype for our interface was a fun and insightful experience that provided us with a great portal for developing and improving our initial model. At first, we had a vague idea of what we wanted our interface to look like, but as we made the video prototype we were forced to make detailed design decisions which resulted in a more defined interface. After this process, we have a much more precise definition of both the appearance of our interface as well as how we anticipate our clients will interact with it.

Before we could create our video prototype, we first had to have a physical prototype. Because of this, we were forced to pinpoint specific features, describe how they would be implemented, specify the layout, and decide on the flow of the model. From our sketches, we developed a more detailed interface during the course of filming our video. For each scenario, we carefully sketched all of the screens that would be involved in the scene, and drew storyboards to lay out exactly how we would set up the scenario, introduce the product, and successfully execute the task with the product.

After creating all the relevant screens for each scenario, we began filming. Depending on the scenario, we generally had one person assigned as the actor, one or two people being the "computer", another operating the camcorder, and the last person directing. Since we had three scenarios, we chose three different actors. There were several new video techniques that we would like to highlight. First, we used a long strip of printed paper to simulate a client panning across a map on the screen. Second, we were able to illustrate using the phone while running by recording the interactions while walking so the background was moving. We also felt that since typing on an iPhone is a standard task, we could most easily illustrate this by showing the actress speaking as she was pretending to type. We utilized the pause and swap technique, along with video editing to simulate changing screens, and it turned out to be one of the most useful techniques present in our video.

The most difficult part of the video creation process was the work involved in preparing for recording. Creating the full paper prototype for each scenario was time consuming, but once these were done and the scene was planned out, the actual recording of the video was relatively quick. Although this made the creation process more difficult, we felt this proper planning made for a more polished final product. In addition, when the video camera or the actor's hands were not steady, it was difficult to make smooth transitions with the pause and swap technique and took a few tries to perfect.

We were pleased with the final video that we made and feel there are a number of things that attributed to our positive outcome. Working with all four of us together and helping each other made for great teamwork and productivity. In addition, adding elements of humor made the overall process much more enjoyable for all of us. Video editing was another aspect of the process that was really fun, since we were able to add effects and bonus features; by using all of the aforementioned techniques we were able to use editing software to quickly create a rough draft and build on it. Also, renting a newer video camera from the UW made recording easy and affordable.