

LOOKUP

Video Prototype Report

Tim Clark, Happy Dong, David Troung, Angie Zhu

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How did you make it?

We made the video prototype by starting with a storyboard script. From the script we decided to go with the format of a before and after video which showed the user's life before using our application and what it was like after using our application. By having the contrasting views we can show how our application enhances the user's experience. We then made the paper mockups which we filmed placed on the iPad. During the filming of the video we recorded continuously while the user interacted with the application and another person changed the screen according to what the user clicked on. We then edited the video cutting out the parts where the paper was changed on the interface. We then edited the video to show the speedup for when we show time passing.

Any interesting new techniques you came up with?

The techniques that we employed for our video show our design without having to code them up. Our video utilized a paper design which we recorded users interacting in different circumstances and tasks. For the interaction with our application we used the paper mockups taped on top of an iPad. We paused the camera and changed the paper on the screen whenever the user interacted with the application by touching the screen. We also used a time lapse camera cut which allowed us to show the passing of time by adding to the stack of notecards that the user was writing on. The other techniques we utilized were a speed up to show the repetitiveness of tasks that the user was doing and how long it took.

What worked well?

During the process of making the video prototype, we discovered that creating a storyboard before the actual shooting is extremely helpful. Although we did not sketch out each scene on paper, we created a word document and typed out each scene with bullet points. It saved us time during the actual shooting, and we had a clear idea of what to record next. Storyboarding also helped us make appropriate paper sketches of the user interface. By knowing what happens in each scene beforehand, we also planned out what the UI should look like on the paper mock-ups.

What was difficult?

One difficult aspect of shooting is to keep our hands steady during filming, since we did not have a tripod to stabilize the camera. However, we quickly adjusted to that challenge. Another more difficult part was to fake the "Wizard of Oz" effect while keeping the video fluid and realistic. After shooting the first few scenes, Tim discovered that after clicking a button on the paper UI, we should hold our fingers still while another person changes the screen. This way, the video would look more realistic, and the "Wizard of Oz" effect would appear more believable.