

PUI – Prototyping Lab

Fall 2013

Human Computer Interaction Institute

Carnegie Mellon University

Instructor: Iris Howley

THE USER IS NOT LIKE ME



Homework 3

- Syllabus says assigned 10/21 (in 2 weeks)
 - Due two weeks later



Overview

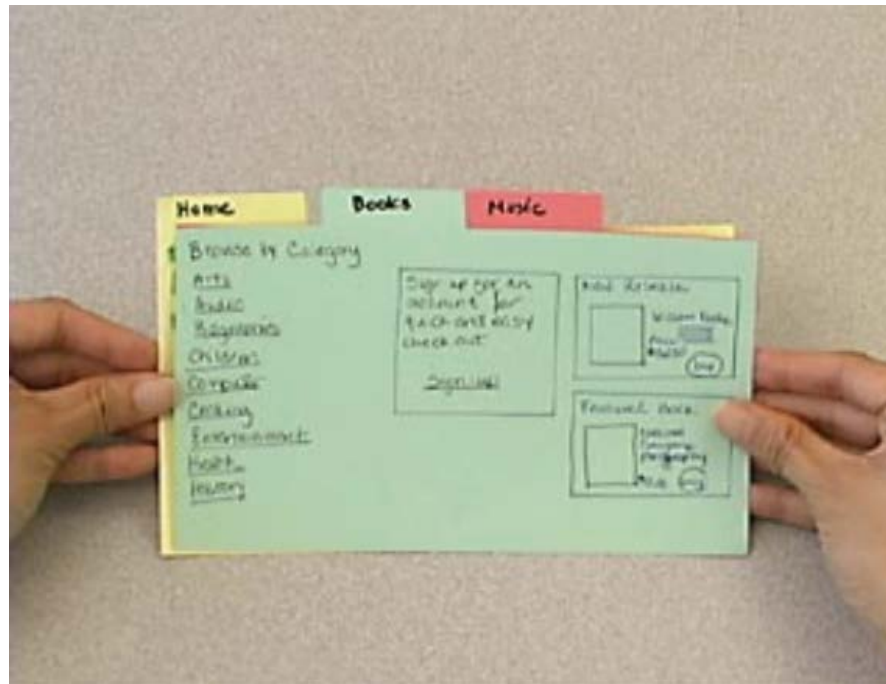
- Paper Prototyping
- Exercise
 - Paper **Prototyping**
 - Powerpoint **Prototyping**
 - Flex **Prototyping**

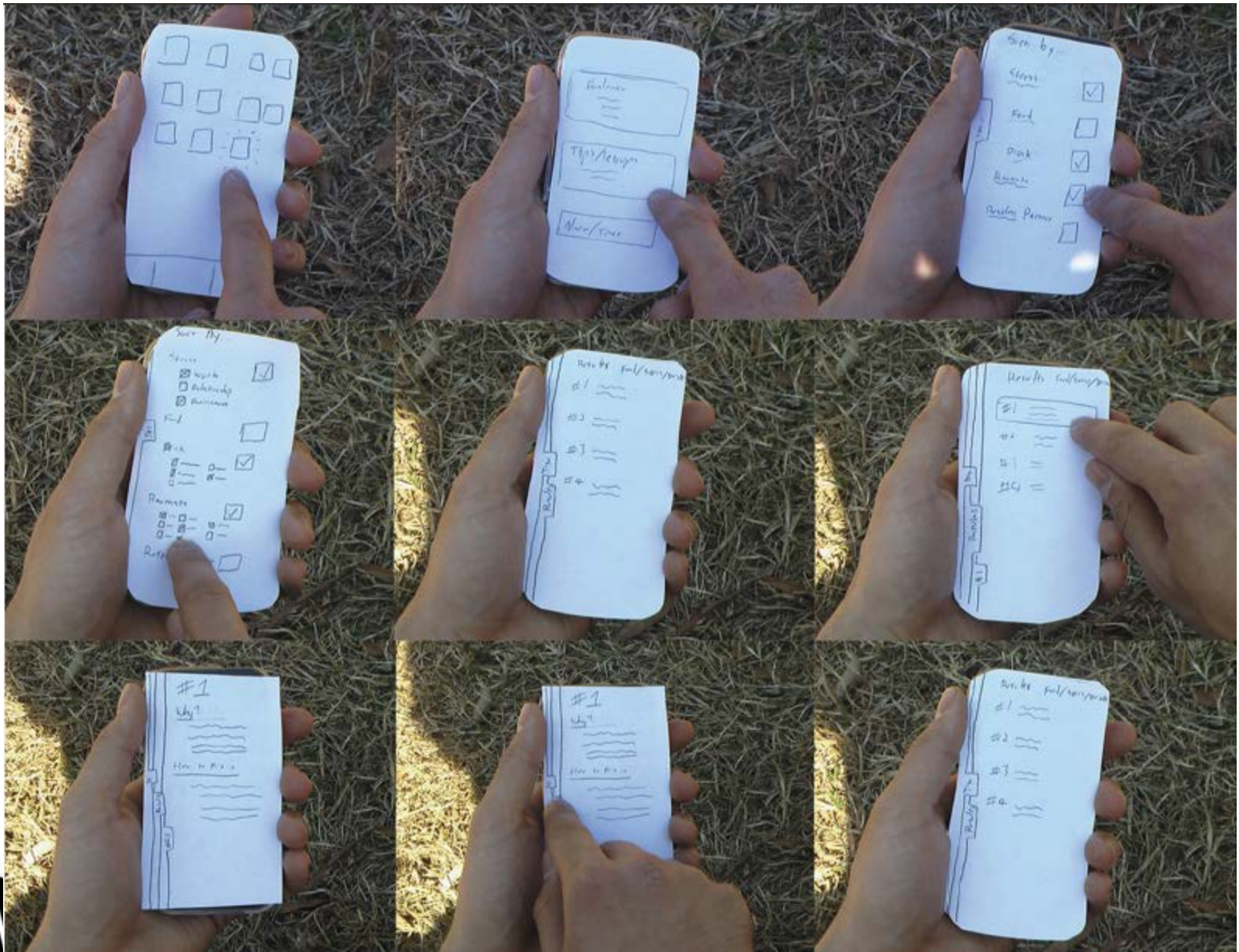
EARLY AND OFTEN!



Paper Prototyping

- Index cards, 3x5"
- Each card represents one sub-screen or one element of a task





Exercise: Alarm Clock

- Show the current time
- Ability to set the current time
- Turn the alarm on/off
- Ability to set the alarm time
- FLEX ONLY:
 - Notify the user (sound, text, alert box, etc.) when the alarm time is reached (i.e., current time == alarm time)



Action Sequence (all but Flex)

- Default state
 - Alarm clock shows current time (5:47pm)
 - Alarm on/off state is set to be 'off'.
- User sets the alarm time to 8am.
- User turns the alarm on.
- User returns to current time mode (5:49pm).



Try it on paper!
Split into pairs.





Set
Time

Mode

Alarm On/Off Set Alarm



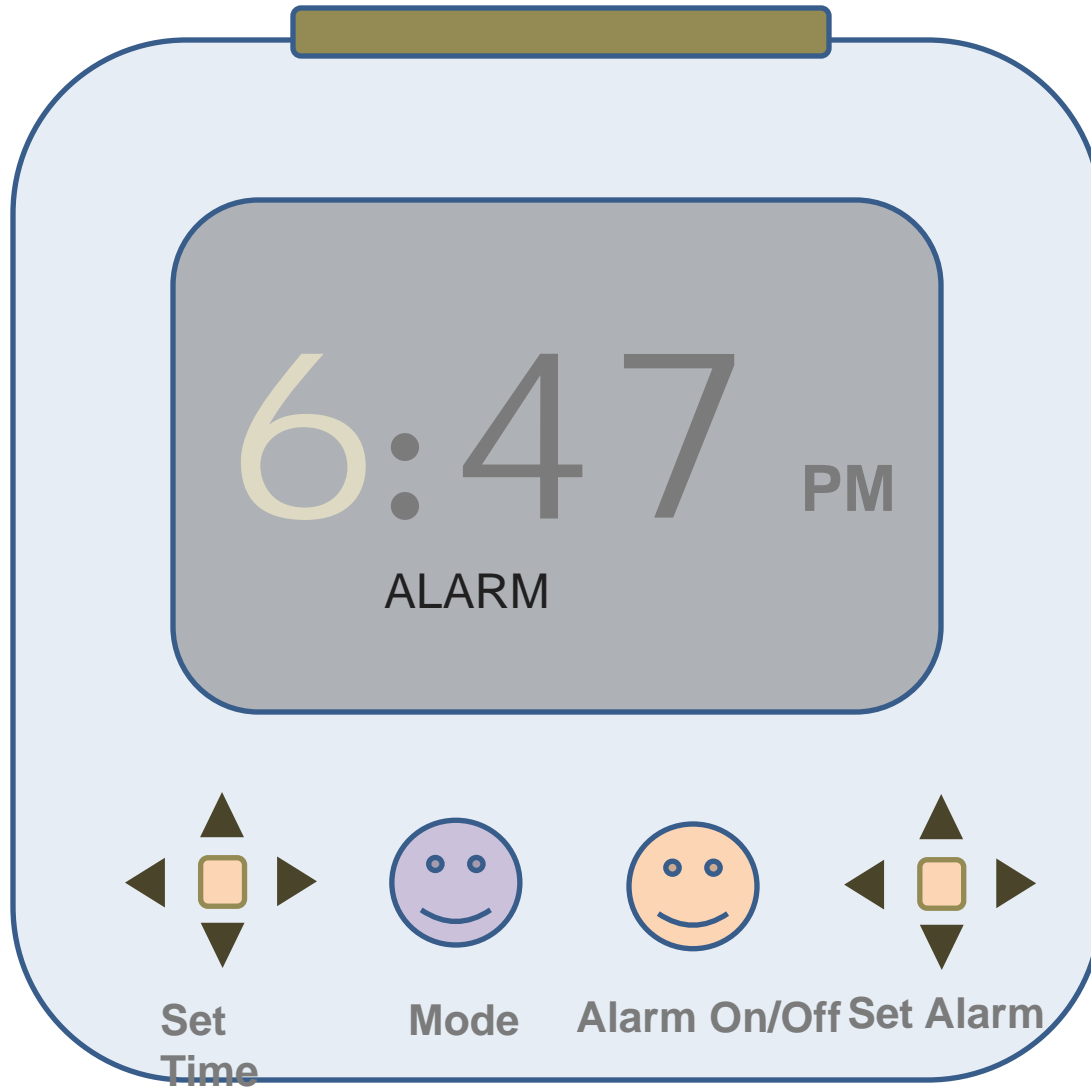


Set
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Mode

Alarm On/Off Set Alarm





Set
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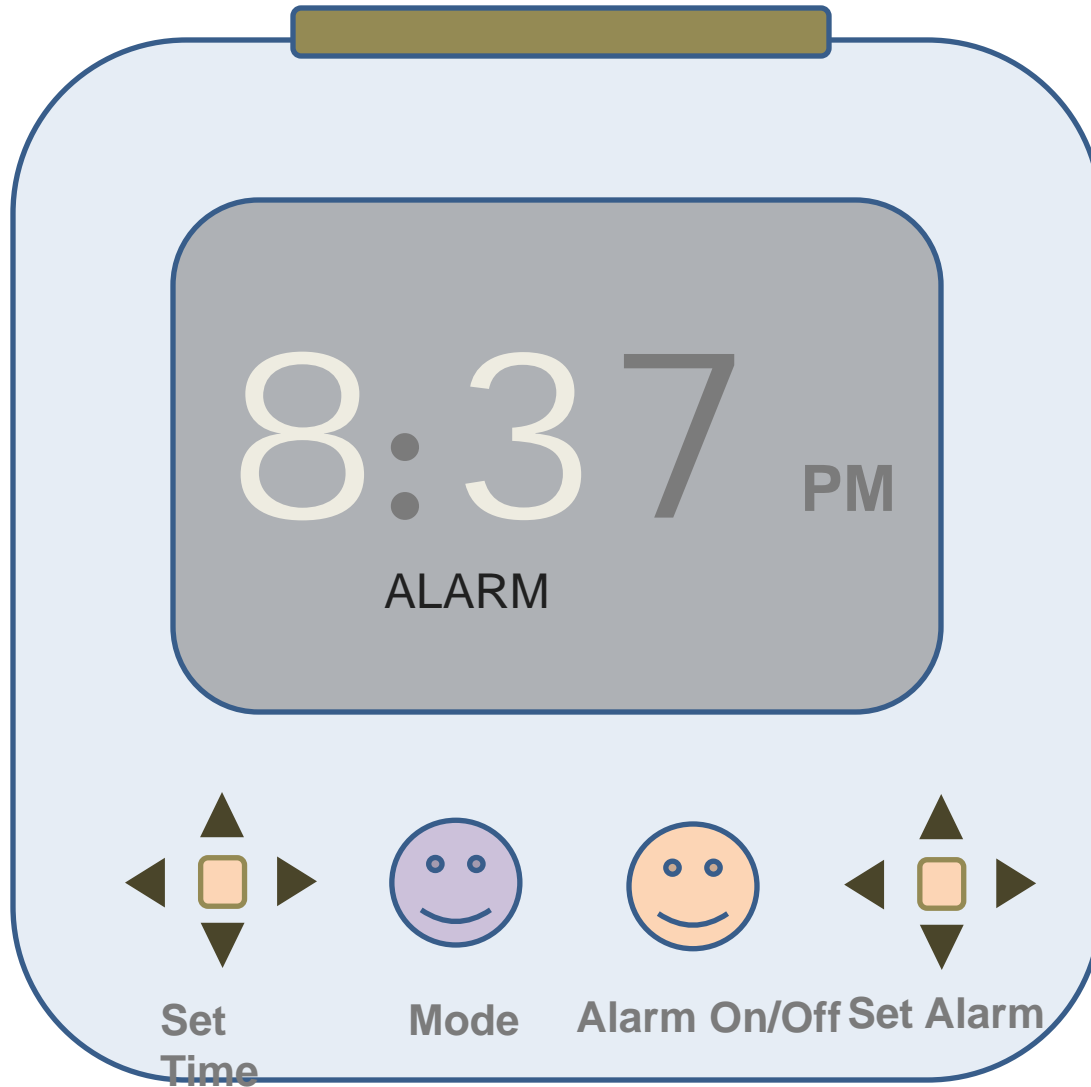


Set
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Mode

Alarm On/Off Set Alarm



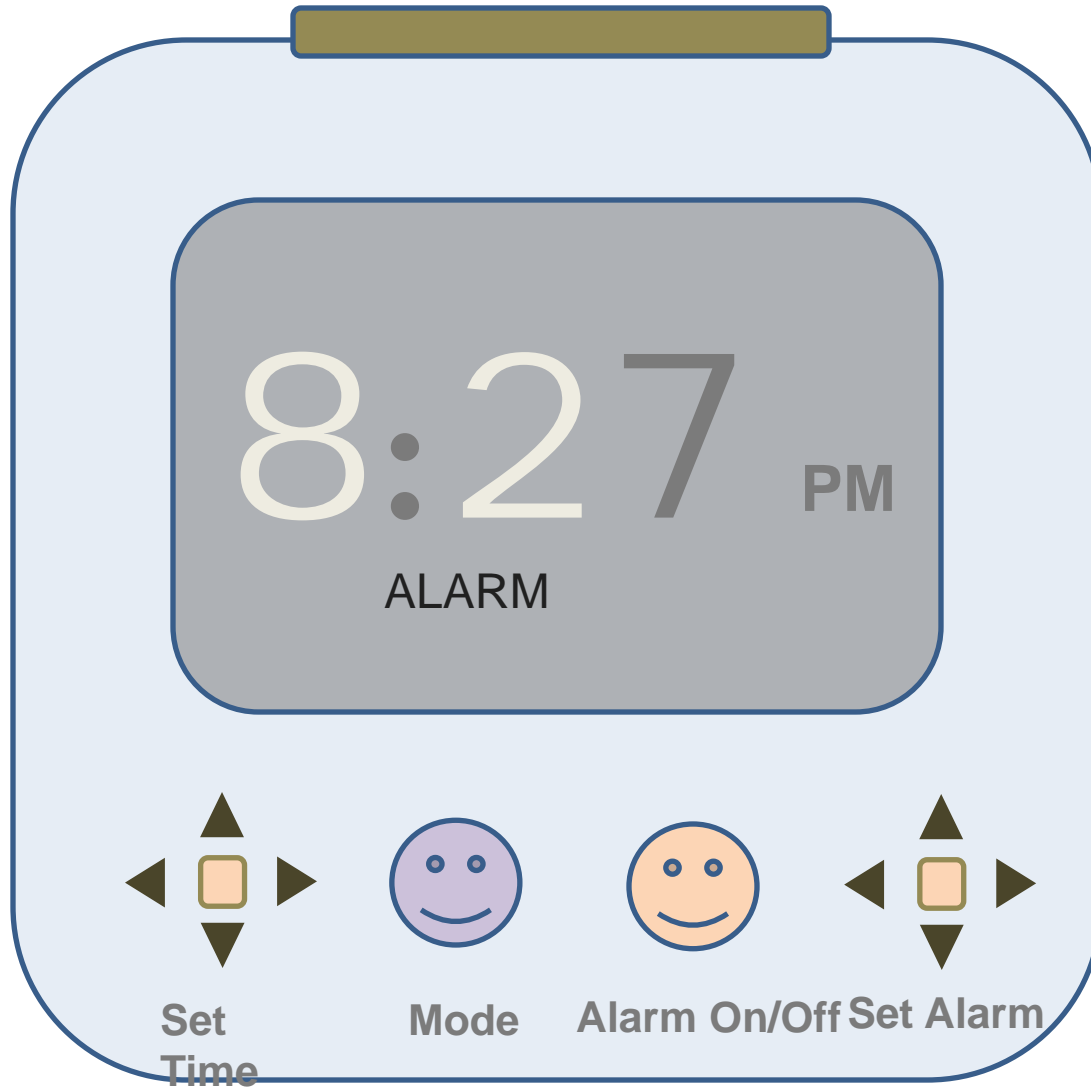


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Mode

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Set
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Set
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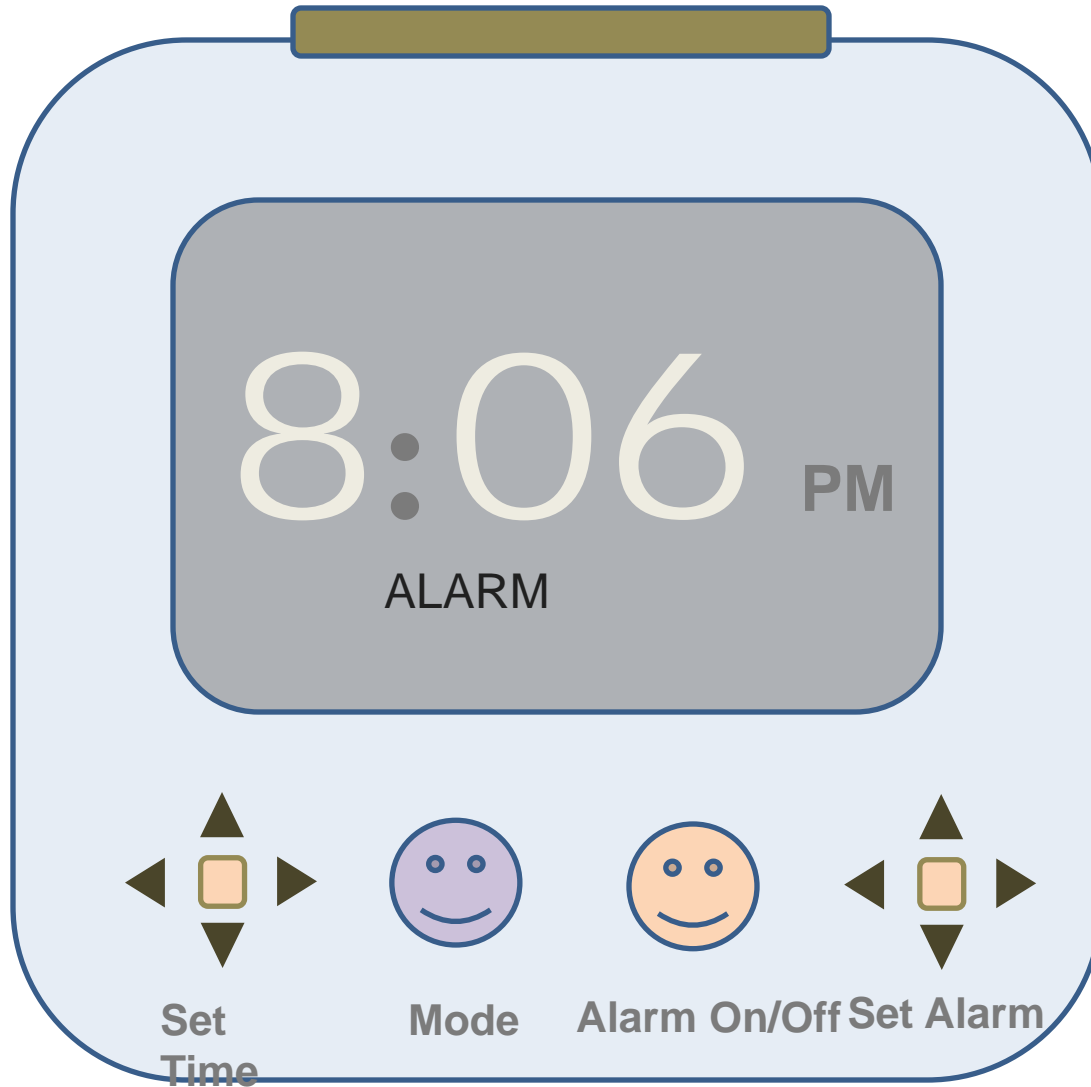


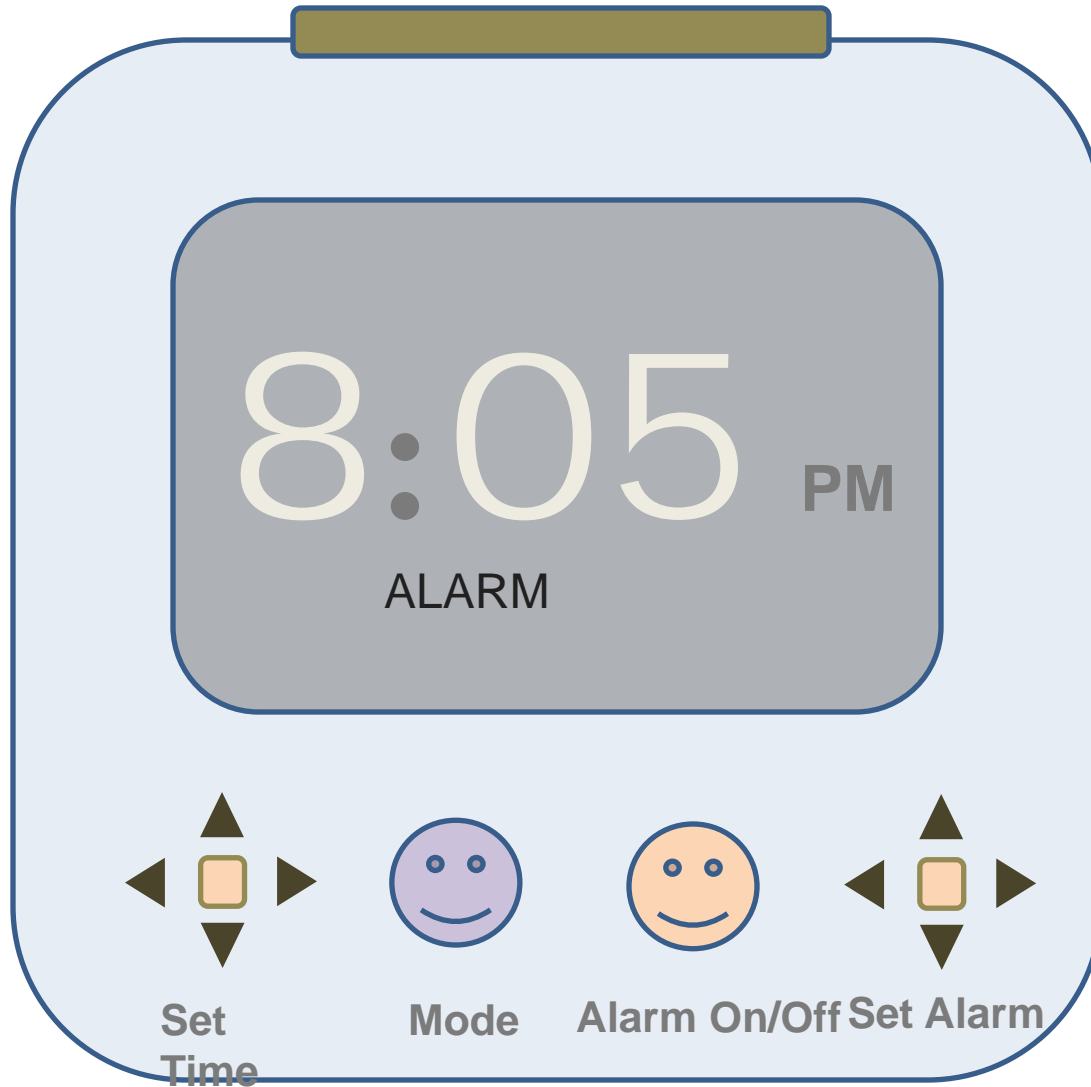
Set
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Mode

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Set
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Mode

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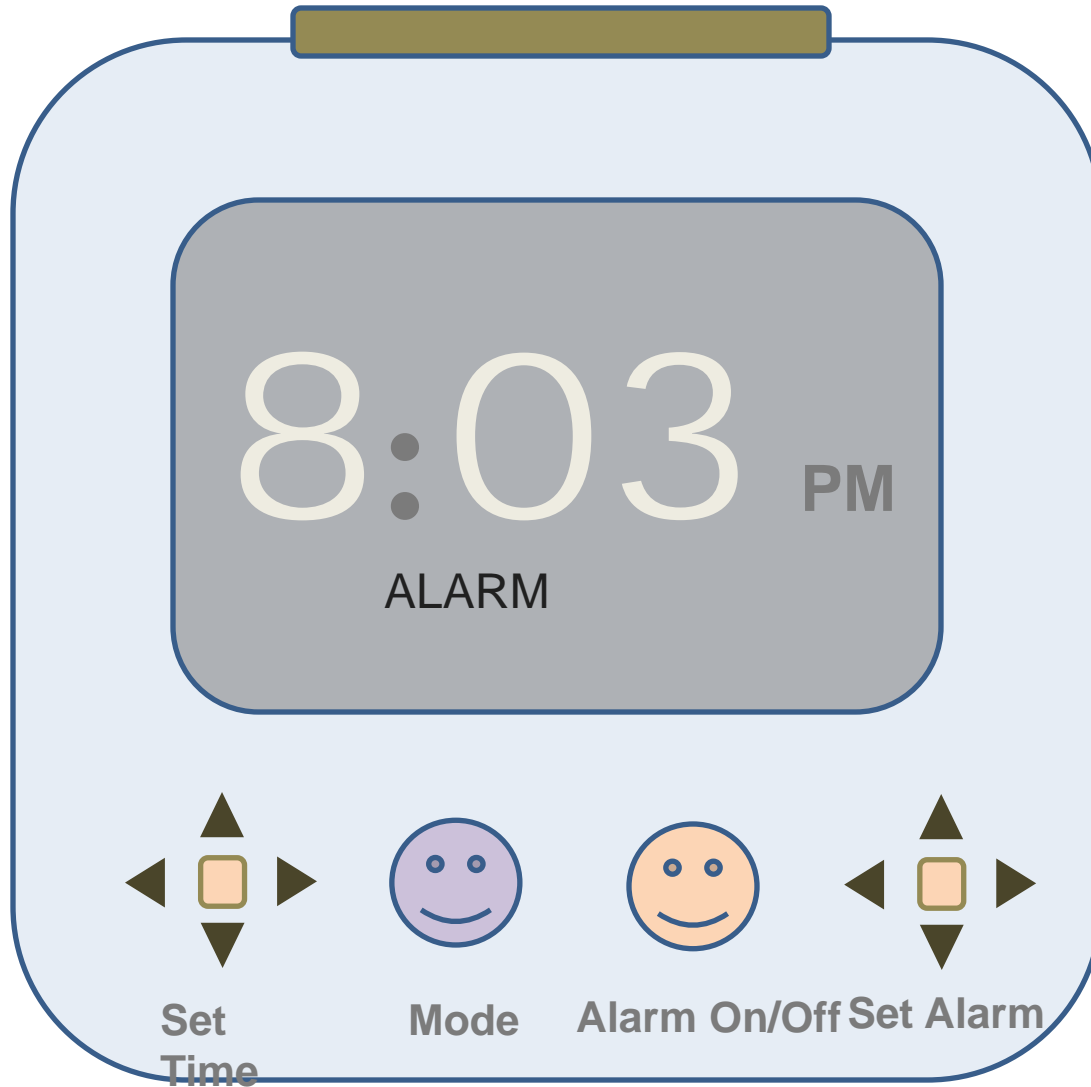


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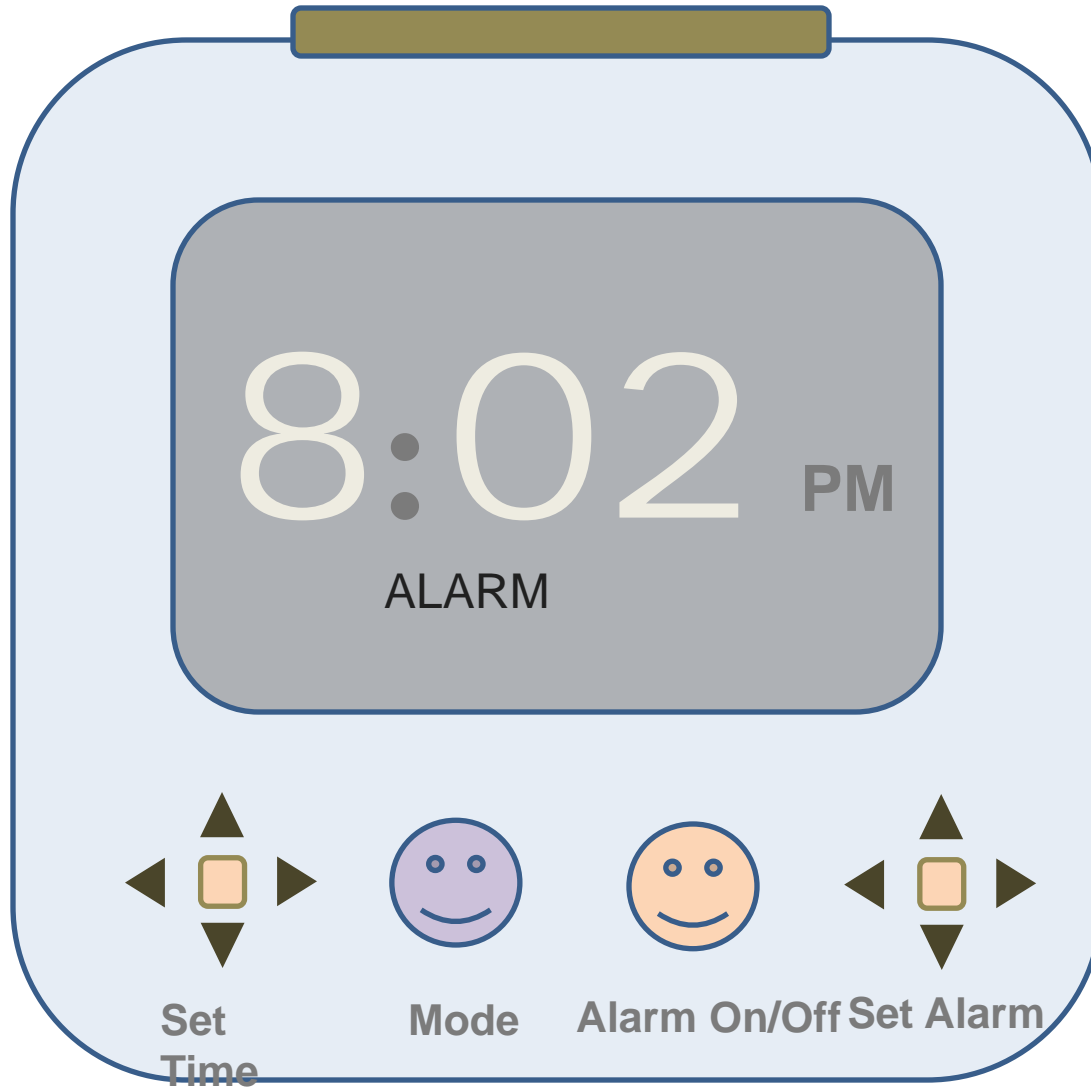


Set
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Mode

Alarm On/Off Set Alarm





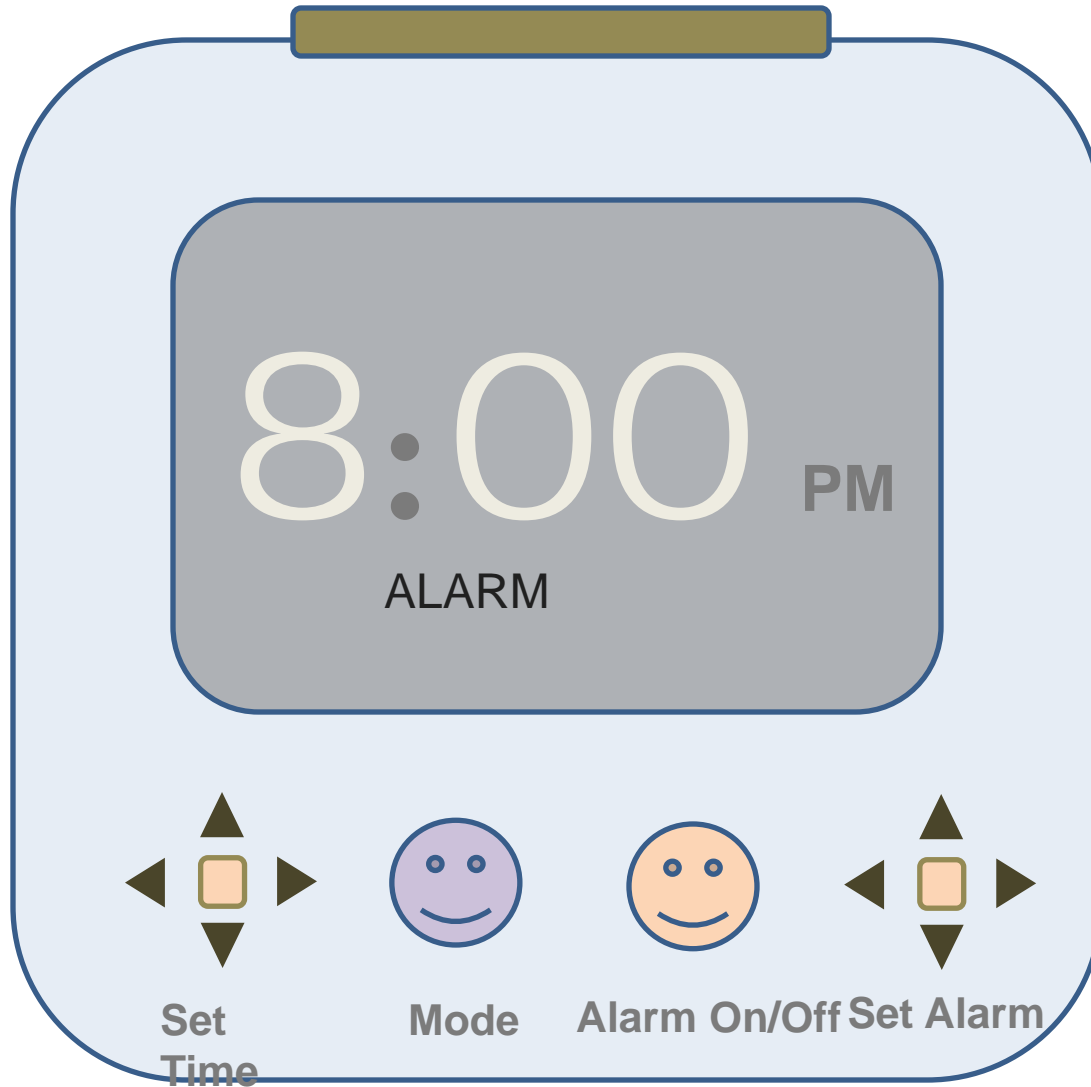


Set
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Mode

Alarm On/Off Set Alarm



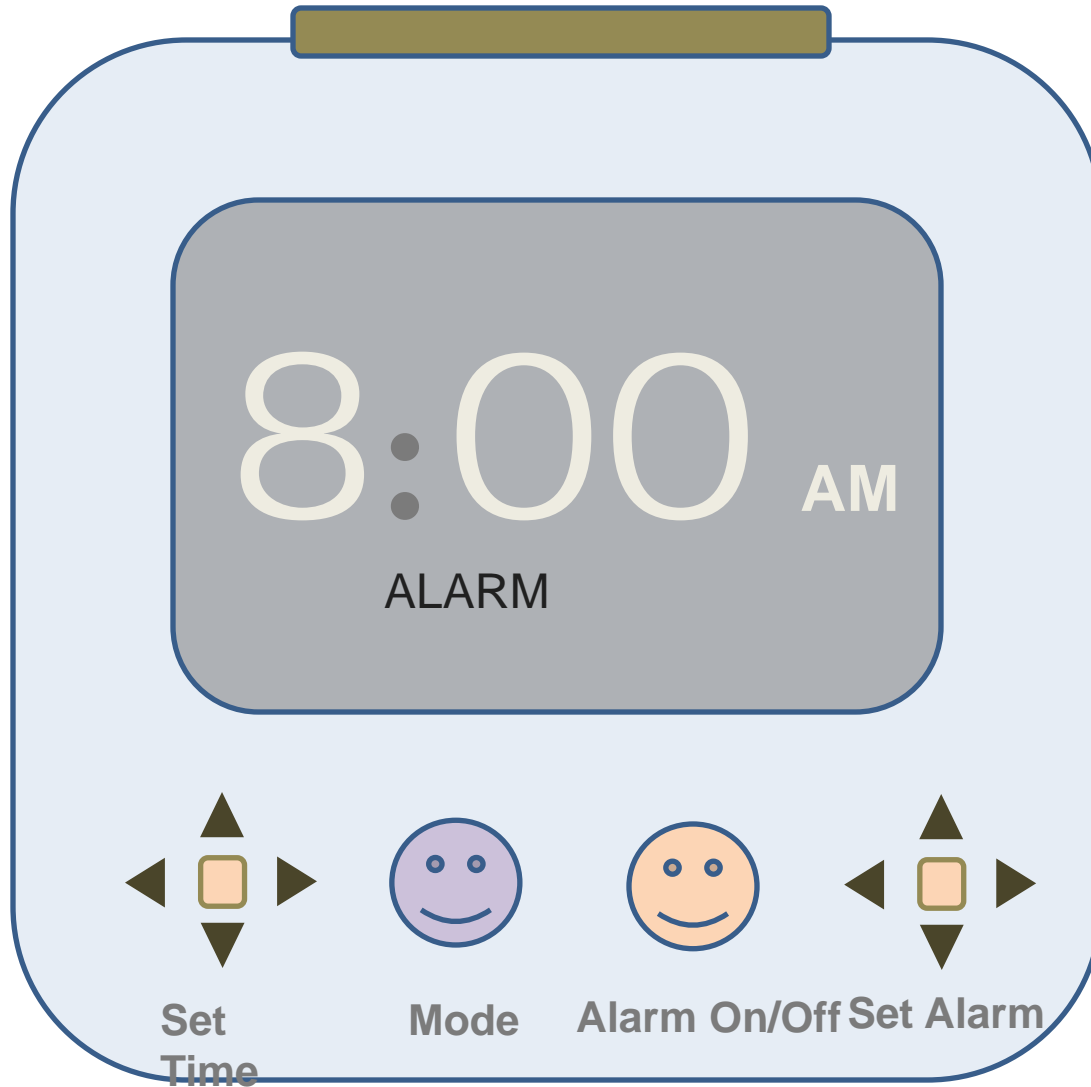


Set
Time

Mode

Alarm On/Off Set Alarm





Set
Time

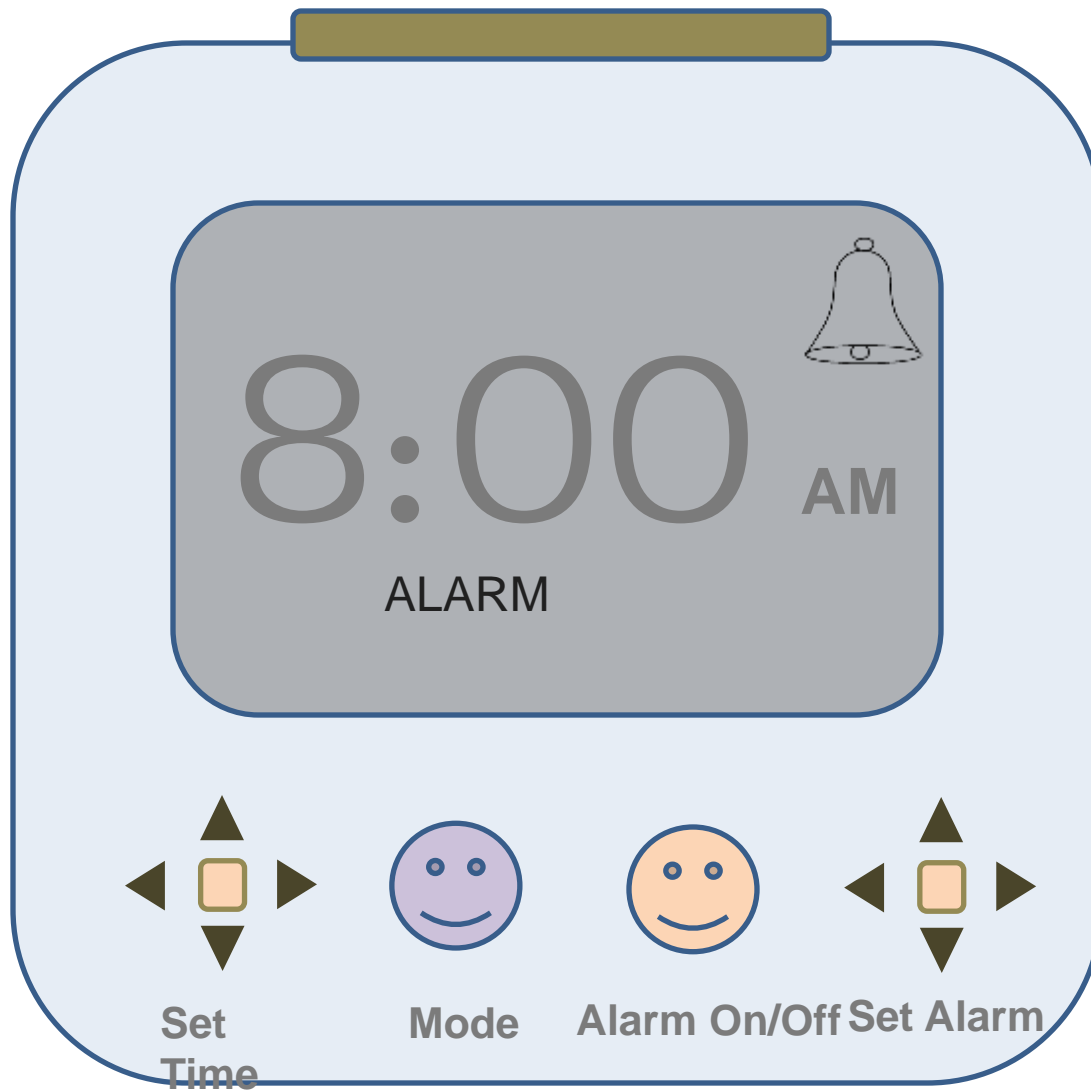
Mode

Alarm On/Off

Set Alarm







Set
Time

Mode

Alarm On/Off Set Alarm





Flex Prototype

- Support all the functions
 - Show the current time
 - Ability to set the current time
 - Turn the alarm on/off
 - Ability to set the alarm time
 - Notify the user when the alarm time is reached



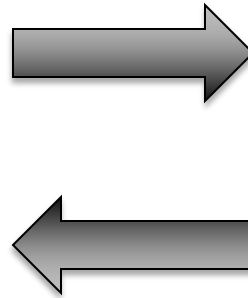
Flex Prototype

- Start by listing widgets you'll need
 - Time display (label)
 - Time/Alarm mode (button)
 - Time/Alarm display (label)
 - Set alarm (button)
 - Setting the alarm (text input)
 - Etc.
- Then list additional functionality
 - A timer
 - Keeping track of time
 - Updating the time
 - Entering modes (event handlers)
 - Exiting modes (more event handlers)
 - Etc.



Flex Prototype

Hey there, GUI, the Timer just ticked. 'Better update the time display!



YOU NEED TO CONNECT YOUR DATA MODEL AND GUI FOR ANYTHING TO HAPPEN!



Questions?

