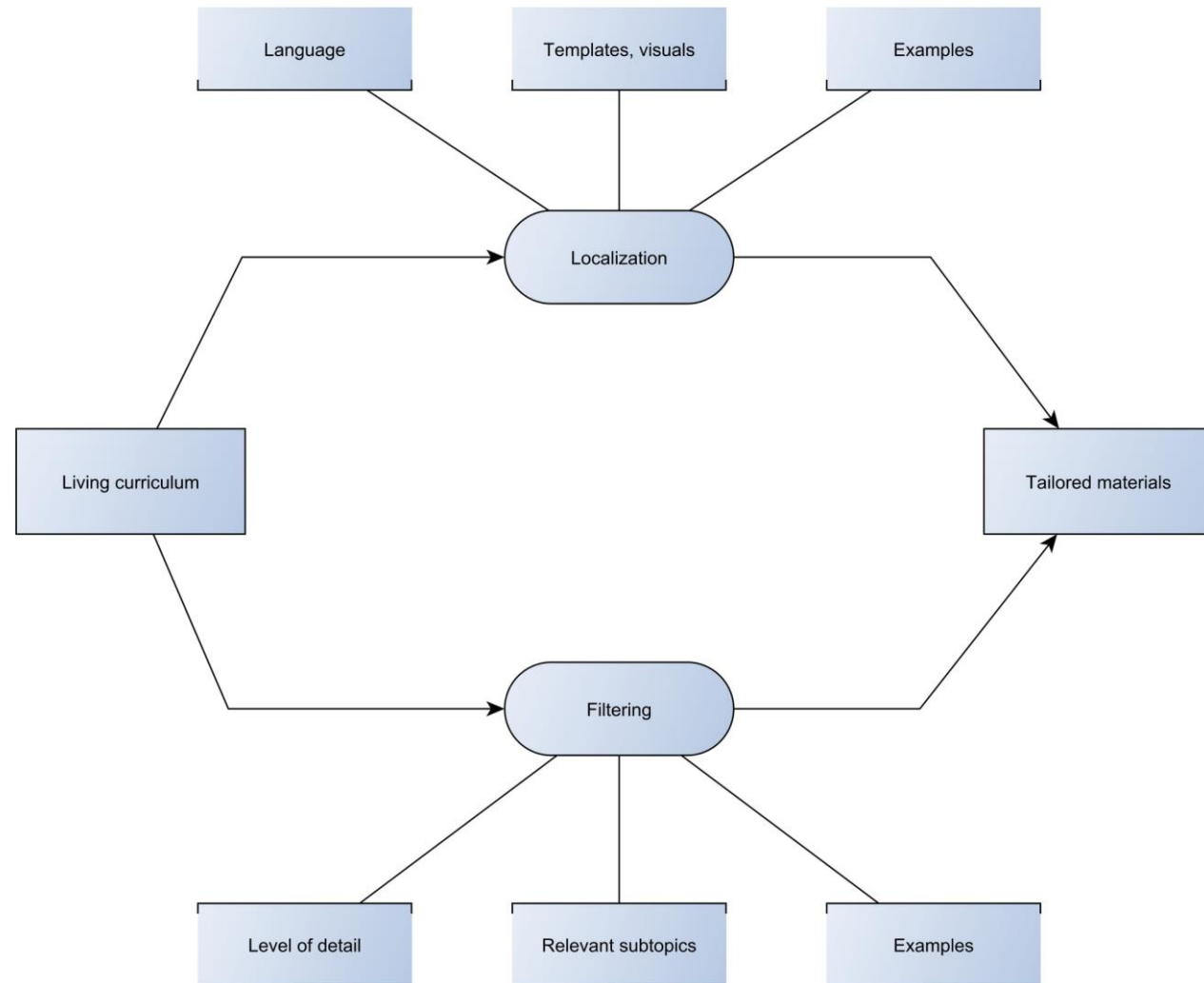


Scenario of use

Course preparation using the living HCI platform

OK, one last thing to strike off her TODO list and she is off. She logs in the platform, takes a sip of coffee while it loads. Lukewarm, vending machine coffee, won't help with her tiredness. She could have done this in the train, on her way home, but the platform drags a bit on the wireless. Well, it shouldn't take her long, compiling course material on the platform is a bit like foraging. So, last remaining session, physical prototyping, same drill as with the rest of the sessions: Preparatory material for the students, pop-up quiz at the start of the session (multiple choices will do) and a practical exercise for the rest of the day. There is a default entry on physical prototyping with plenty of extensions, the physical computing one looks good but not introductory enough. She saves a private copy of the package and replaces some of the examples: Her list of private resources is shorter than usually and less neatly annotated. And where is this example from her old bachelor's course, this smart picture frame? Argh, still on her hard disk, not yet uploaded to the platform. Browse, upload, select a few keywords, would she like to add the resource to the global pool? No, thank you, the image resolution is too crappy for the world to see, plus global resources require all these accompanying explanations. So she's got the overview, she got examples, let's check the readings once more: The default ones are pretty decent but there is more on offer. Enough suggestions to choose from, including several that she is not aware of. Well, let's stick to the safe choices for now, no time to read everything under the sun. The package is ready to export for distribution and she can automatically generate exam questions based on the selected material. Neat, right?

Tailoring and localization



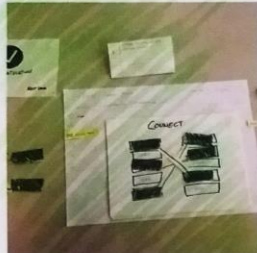
User stories

- As an HCI educator, I want access to state-of-the-art HCI topics so that I don't get fixated on the familiar ones only.
- As an educator preparing a new HCI-oriented course, I want access to authoritative resources, so that I don't waste time reinventing the wheel.
- As an HCI educator in a communication sciences department, I want access to a representative glossary of terms that I can share with my colleagues.
- As an educator in a communication sciences department, I want to choose from both HCI and communication sciences theories, so that I can meet the learning objective of my program.
- As an educator, I want to personalize my course material so that I can showcase examples of student and research work from my department.
- As an educator, I want to choose from resources of different levels of complexity, so that I can compile both graduate and undergraduate syllabi on the same subject.
- As an educator, I want to select from different class exercises about the same topics, to meet the demands of varying class sizes.
- As an educator in a Master program, I want to offer learning opportunities at both introductory and intermediate levels so as to facilitate students from diverse backgrounds.
- When involved in curriculum planning, I want an overview of core HCI topics and skills so that I can verify their proper distribution across the program.
- When involved in curriculum planning, I want to exchange ideas with others so that I can find a proper balance between the priorities of different disciplines.

The prototyping toolkit

v. 2.0?

PAPER PROTOTYPES



Paper prototypes are interactive, executable versions of your interface made out of paper. Paper prototypes are run by a human "computer"

WHY IS IT VALUABLE?
Paper prototypes are quick, low-cost, low-threshold tools that allow you to test functionality and task flow. Paper is a versatile material and can be changed on the spot/collaboratively. Paper prototypes are throw-away by definition, minimizing any risk of attachment.

LIMITATIONS
Advanced animation and gestural interactions cannot be tested on paper. The system's response to the tester's actions is apparent but may go unnoticed in the real product.

WHEN TO USE
Use paper prototypes to test interactivity and task flow. Paper prototypes are also great tools for actively involving users in the design of your interface.

Material	Paper
Visual fidelity	Any
Functional fidelity	Medium

filters?

Customizable examples
- student work
- local context

READ MORE

"authoritative" content curated?
localization e.g. language?

short overview vs. required level of detail.

MORE MEDIA TYPES!

PAPER PROTOTYPES

literature? required readings?

- books
 - Snyder, C. (2003). Paper prototyping: The fast and easy way to design and refine user interfaces. Morgan Kaufmann.
 - Chapter 6 from Warfel, T.Z. (2009). Prototyping: a practitioner's guide. Rosenfeld Media.
- www
 - Rettig, M. (1994). Prototyping for tiny fingers. *Communications of the ACM*, 37(4), 21-27. [111]
 - Ridd, J., Stern, K., & Iannace, S. (1996). Low vs. high-fidelity prototyping debate. *Interactions*, 3(1), 76-85. [111]
 - Paper Prototyping - An A List Apart Article (2007)
 - The Sketchy Guide To Low-Fidelity Prototyping - Smashing Magazine (2014)
 - Example: Bitshift - Games Paper Prototype - YouTube
 - Example: OMEGA TACTICS - Games Paper Prototype - YouTube
 - Example: Paper Prototyping with Paper iPhone ("vertical tube" version for mobile web) (2011)
- tools
 - Pen & paper, office supplies (scissors, tape, glue, etc.), printouts of device templates, printouts of GUI elements

tutorials?
local resources?
e.g. labs, available software and hardware...

customizable!
easily updated
? student contributions?