

## **Paper Prototype:**

Create a paper prototype for your interface design based on your storyboards. The prototype should be complete enough to run a new user through different tasks.

Design your paper prototype with a specific situation, task, and user in mind.

Find one appropriate user (not from the class) and have them run through the major tasks in the prototype to make sure that you have something that works. Be sure to iteratively refine your prototype until you feel satisfied that it works. You will be using it to run tests on fellow students in class!

Please zip and submit the paper prototypes into the assignments folder before the deadline. You can scan them in or take a photo, whatever you feel is appropriate.

You **must** also bring a copy to class since each group will be showing it and testing it on 3-4 classmates.

Submission in the folder titled Prototype on the D2L Assignments tab:

1. Zip up a folder which contains:
  - a. The full paper prototype
  - b. A document stating which of the team members participated in this assignment.
  
- 2. Bring a hardcopy of the paper prototype to class.**