

## In-Class Prototyping + Design Critique Activity

This activity is tied to your final project and should be completed with your final project team.

Goals:

- Get a sense of what classmates are doing for final projects.
- Get feedback from your fellow designers!

### Tuesday

As a team, develop documents that walk viewers through **three** possible directions for the language, tool, or environment you're developing. I suggest starting with one of the tasks from your task writeup and presenting three different ways that the user could complete the task.

- **Slides? Google docs? Webpages?** Up to you! Whatever you choose, you should be able to quickly present it to classmates from other teams via screenshare. (See the plan for Thursday, below.)
- **"Walk viewers through?"** What will the interaction look like from the user's perspective? What will the user see on their screen? What will they see at the start, at every intermediate step, at the end? What actions is the user taking? In the terminology of today's reading, this will be closest to storyboarding.
- **How different should the three alternatives be?** This is up to you, but I suggest erring on the side of greater variety. You should be showing alternatives that you think are reasonable. But you'll learn more from showing three very different alternatives than from showing slight variants on a single approach. So I encourage you to get weird!

### Thursday

- We'll pair two project teams.
- (15 minutes) Team A presents their prototypes, and Team B offers reactions and constructive feedback.
- (15 minutes) Switch! Team B presents prototypes, and Team A offers reactions and constructive feedback.
- (10 minutes) Break.
- Reshuffle the teams, and do it again!

### Q+A

#### Can/Should we work on preparing our prototypes outside of Tuesday's class?

Because (a) you've already been brainstorming with your teams and (b) this activity is geared towards low-fidelity prototypes, you can probably do all your preparation during class. However, I've intentionally assigned no reading Thursday, so if you want to devote an extra hour between now and Thursday, you have that time freed up.

#### What if our project doesn't involve tool building?

You and your team should decide whether you are more excited about:

- Getting some hands-on exposure to prototyping
- Getting feedback from your classmates about your final project plan

If (A), try prototyping the kinds of tools that could ultimately be designed based on the insights your project will produce. If (B), focus on presenting the elements of your project plan that are least developed, weakest, or for which you think your classmates could provide the most helpful insights.