LFE Medieninformatik • Gerald Beck

Prototyping for Web Interfaces

**Medieninformatik Hauptseminar
Wintersemester 2009 / 2010
„Prototyping"**

Protoyping for Web Interfaces

1. Reasons for Prototyping

2. Actors in the Design Process

3. Tools and Methods for Prototyping

4. Classifications of Tools for Prototyping

5. Discussion

1. Reasons for Prototyping

- Feedback from users in a very early stage of the project.

- Model for discussion within the design team.

- Room for creative and innovative solutions.

- Less work will be lost.

- Prototypes can translate between heterogenous assumptions.

2. Actors in the Design Process

- Graphic Designers

- Software Developers

- User

- Clients, Database Specialist, Editor,,…

⇒ Heterogenous skills and requirements

3. Tools for Prototyping Web Interfaces
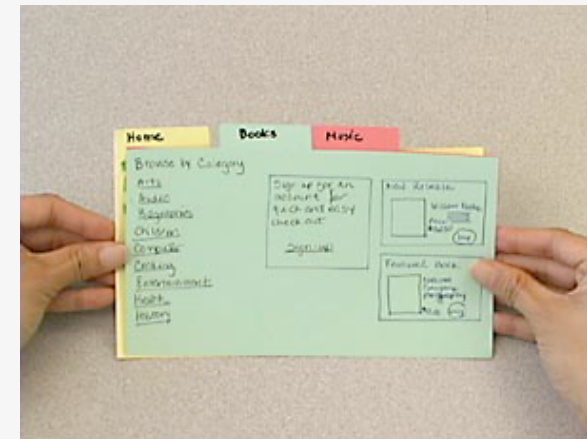
Paper Prototyping	PowerPoint Prototyping	DENIM	WARP

3.1 Paper Prototyping

- Usability testing

- Paper version of the interface

- Easy to create

- Cheap

- Good quality of user feedback

- Low Fidelity

Nielsen Norman Group (http://www.nngroup.com)
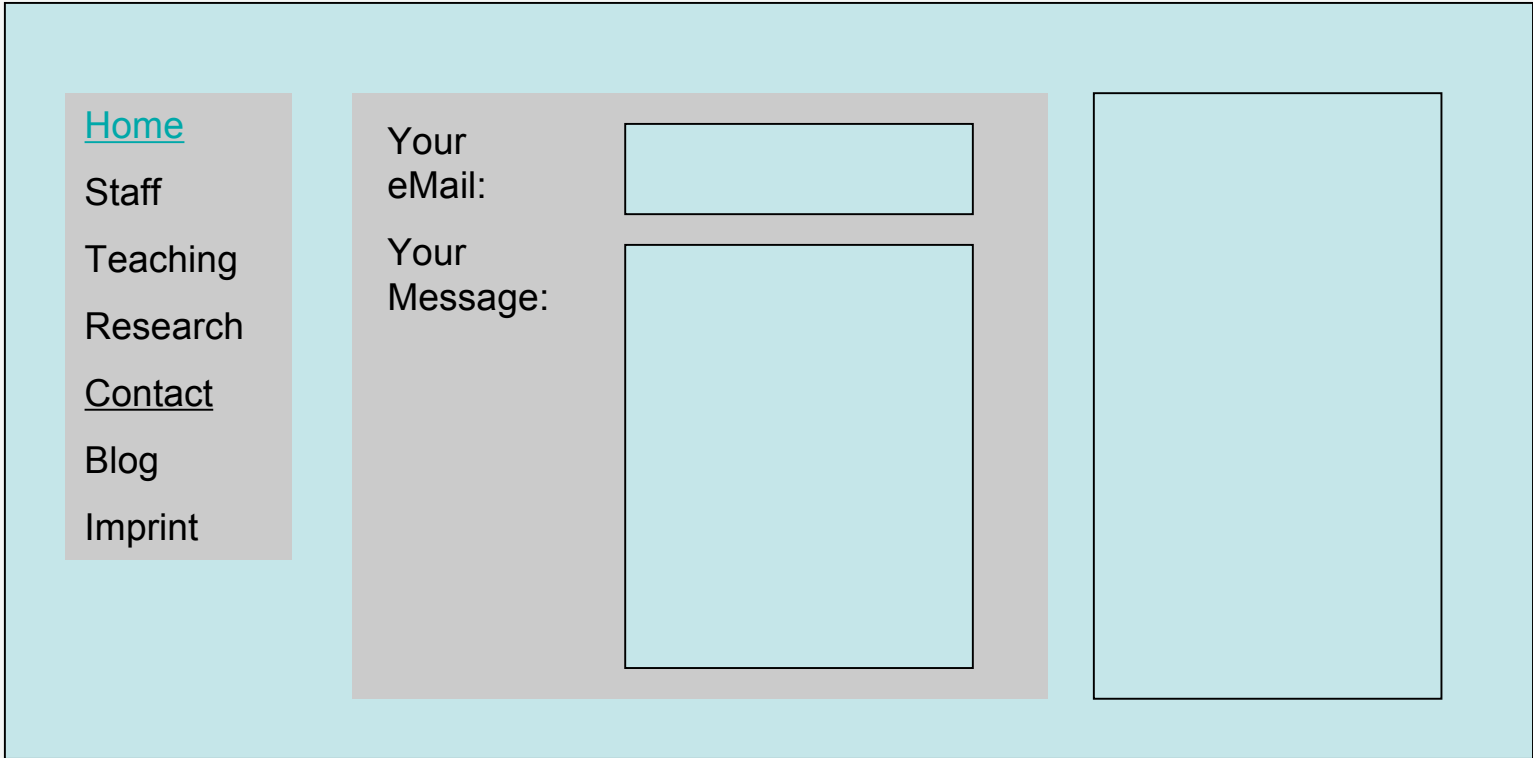
3.2 Prototyping with PowerPoint

- Introduced by Engelberg / Seffah 2002

- Principle of little boxes

- Uses Hyperlinks

- Slide Master can change overall design

- For detailed design and usablility evaluation

- Limits: e.g. master cannot be used for dynamic navigations

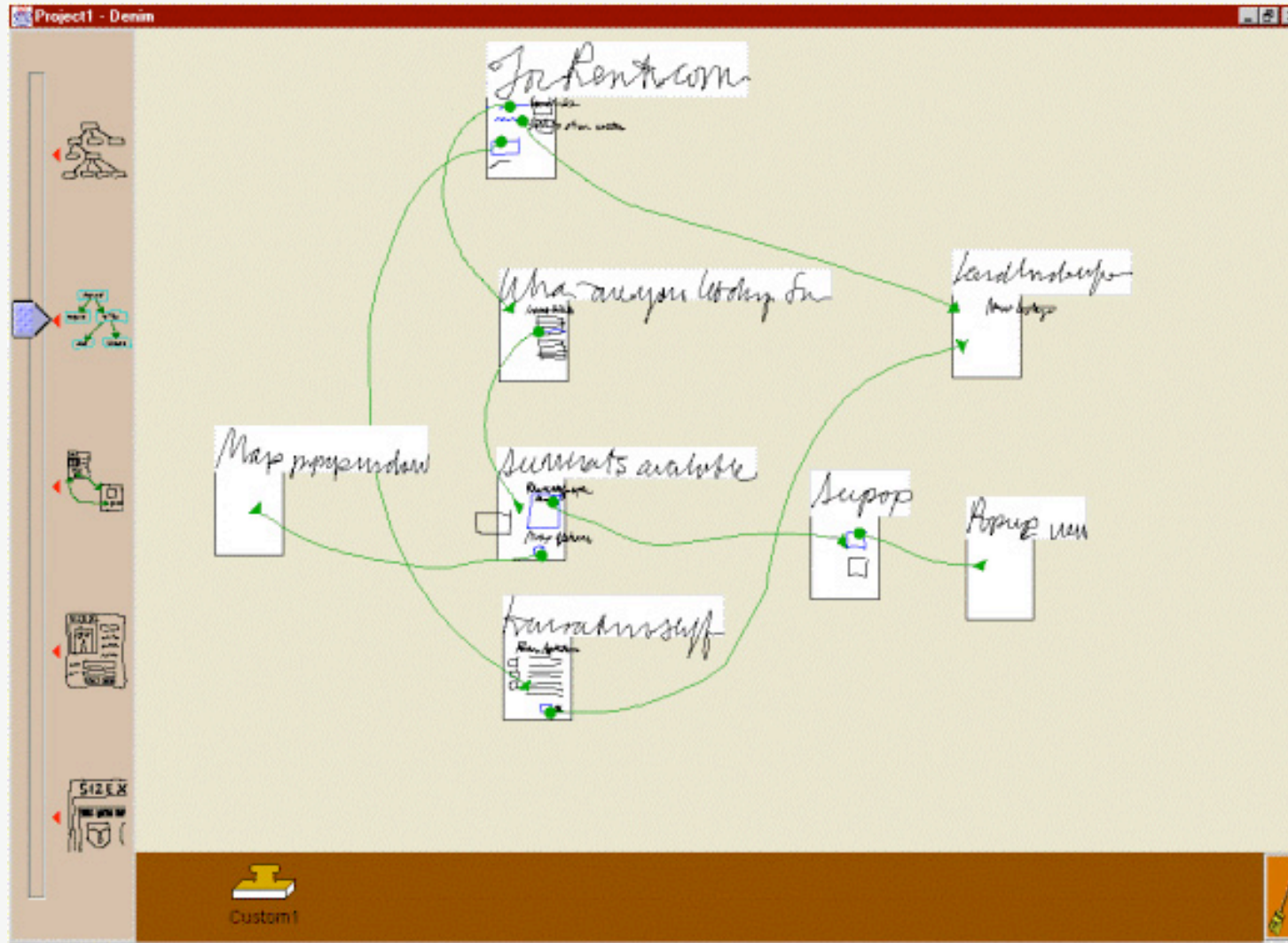## 3.2 Prototyping with PowerPoint

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Hello World!

This is our website.

3.2 Prototyping with PowerPoint

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Your eMail:

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3.3 DENIM: Computer-Based Sketching

- First introduced by J. Lin et al. 2002

- Visual language for sketching large and complex interface designs.

- Supports pen based computer interfaces

- Brings together site maps, storyboards and individual pages

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http://dub.washington.edu:2007/denim/

3.4 WARP

- Introduced by Bochicchio and Fiore 2004

- „Web Application Rapid Prototying"

- Based on existing models and tools.

- Online

- Environment consisting of several tools

- Supports the whole design process from requirements to coding

3.4 WARP
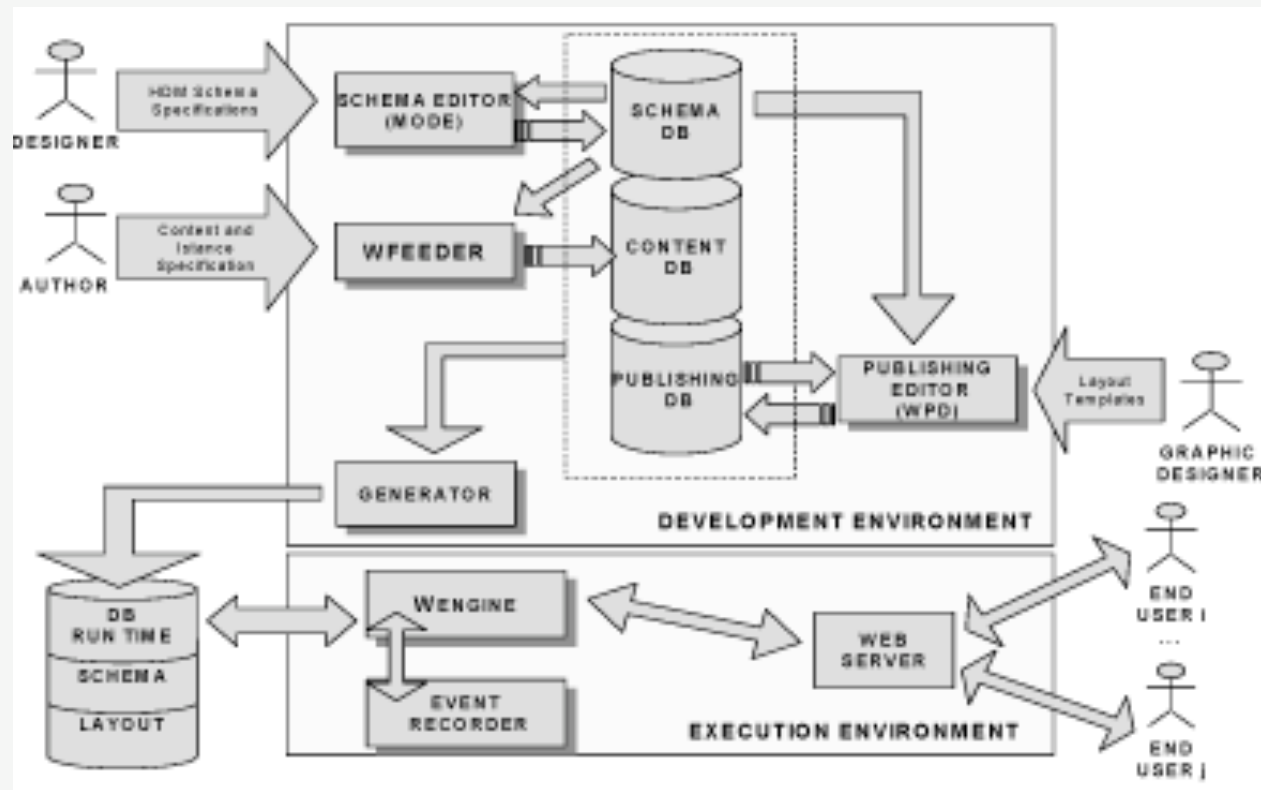
4. Classifications of Tools for Prototyping Web Interfaces

- Fidelity of the Prototype

- Horizontal and Vertical Prototypes

- Programming Skills

- Design or Implementation

4. Classifications of Tools for Prototyping Web Interfaces

	Paper Prototype	PowerPoint	DENIM	WARP
Fidelity	low	mid	low	high
Vertical Pt.	yes	no	yes	yes
Horizontal Pt.	yes	yes	yes	yes
Progr. Skills	none	none	mid	high
Focus on Design	yes	yes	yes	no
Export Feature	no	no	yes	yes

5. Discussion

- Can classification of tools for prototyping support the use of prototyping for web interfaces?