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Assignment 2: Prototyping

Take one idea for your project. Work with your team members to answer the numbered questions below.

1. What will users be able to see, do, learn, and feel?
2. What do you want the ideal user to say the exhibit is about?
In other words, what is the big idea?

In prototype testing, there are two major issues to explore:
Content accessibility and functionality for users

3. How might you test the accessibility of the content?
4. How might you test the functionality of the exhibit?
5. How can you put your concept into physical form as a tool for your own thinking, communication, and evaluation?
6. What kind of feedback would be most useful in your development process?
7. How will you use the information that you get?

Task: Create a prototype of your exhibit idea. You can use paper, cut and paste pictures, anything quick and dirty that will enable you to test your ideas in some form. Using your answers to the questions above, test your prototype with three people. Using the results from your prototype testing, think about how you would change your prototype for another round of testing.

Intended Outcome:

Learn through experience to think about the processes of design, usability and evaluation. Discover how these processes are mutually informative.