

Assignment

Paper Prototyping

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Assignment Instructions

Suppose you're working as a PM at DoToday, a startup working on a next-gen to-do list and task management app. Seeing the rise in usage of wearable devices, the company is developing apps for both smartphones and smartwatches (like Moto360, Galaxy Gear, etc). As the sole product manager working on the apps, you have a few ideas regarding the design and functionality of the apps. To communicate these to your team, you need to develop paper prototypes for the app.

Note: You need not worry about how the apps for smartphone and smartwatch will communicate between each other and what data can be shared. Only think of the functionalities you would like to have in both of these apps and sketch the paper prototypes based on that. Also, don't worry about the nuts and bolts like login or registration; concentrate on the cool stuff.

1. Create the required paper prototypes and place the screenshot of each screen on relevant slides
2. Prepare a slide showing the flow of your paper prototype

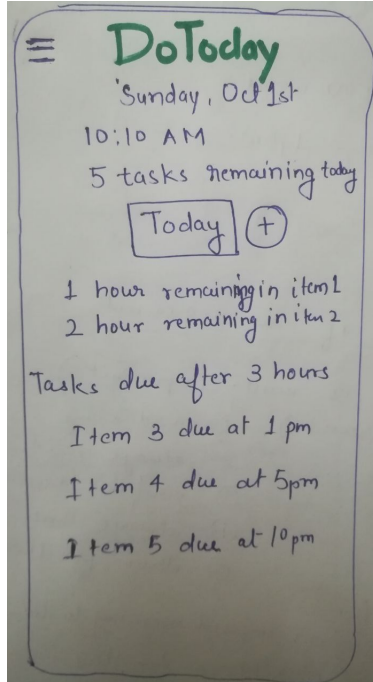
Mobile App Paper Prototype

Screen No. 1

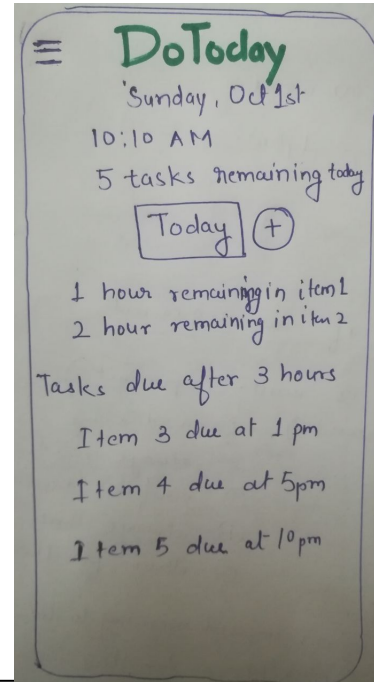
Initial Prototype

Home Screen

App notifies about the task using in app alarm at the set time as well as an email.



After Feedback



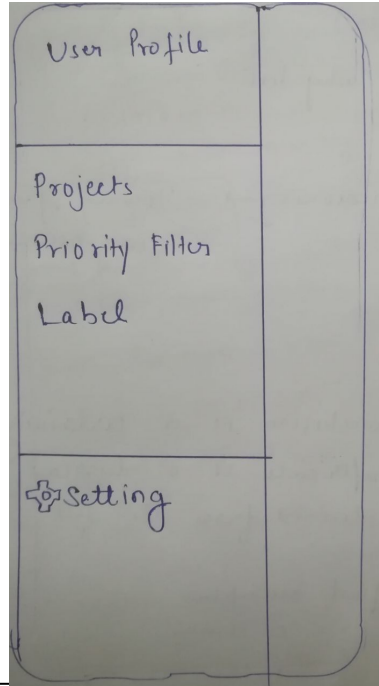
Feedback received from the user: Summary of the results of your testing

- what worked well in the prototype : The overall design was appreciated by the user. The presence of date also was received well.
- what needed improvement : No major improvements suggested
- **Conclusion** : The Clarity and the intuitiveness of the design made it very usable.

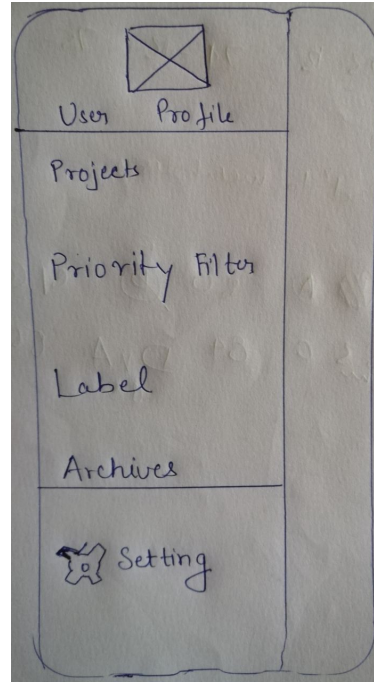
Screen No. 2

Initial Prototype

When top left button is pressed



After Feedback



Feedback received from the user: Summary of the results of your testing

- what worked well in the prototype : Projects, priority addition as well as labelling options were all liked by the user.
- what needed improvement : Asked to increase the gap between the buttons, give space for profile picture and to add archives button
- **Conclusion** : The design worked well as it was self explanatory and resonated with user's expectation.

Screen No. 3

Initial Prototype

When “+” button is pressed

A hand-drawn sketch of a form with rounded corners. It contains the following fields: 'Date' with a dashed line, 'Time' with a dashed line, 'Label' with a dashed line, 'Project' with a dashed line, 'Priority' with a dashed line, and 'Content' with a dashed line. At the bottom, there are two rectangular buttons labeled 'Cancel' and 'Add'.

After Feedback

A hand-drawn sketch of the same form after incorporating feedback. The fields are: 'Date' with a dashed line, 'Time' with a dashed line, 'Label' with a dashed line and '[Optional]' next to it, 'Project' with a dashed line and '[Optional]' next to it, 'Priority' with a dashed line and '[Optional]' next to it, and 'Content' with a dashed line. At the bottom, there are two rectangular buttons labeled 'Cancel' and 'Add'.

Feedback received from the user: Summary of the results of your testing

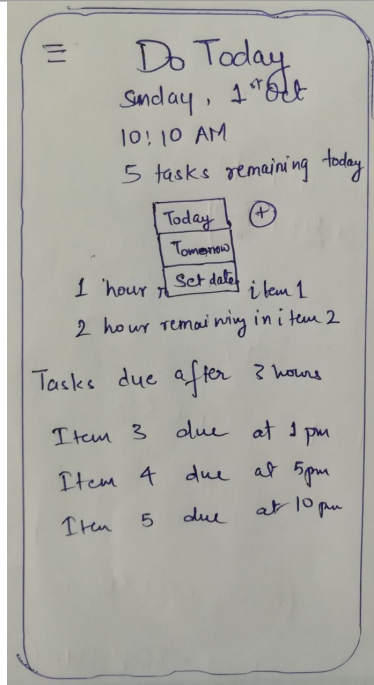
- what worked well in the prototype : User liked the placement of elements on this page and liked its clarity.
- what needed improvement : It was suggested that the project and label should be made optional. (and shown if they already are)
- **Conclusion** : The optional things should be explicitly mentioned.

Screen No. 4

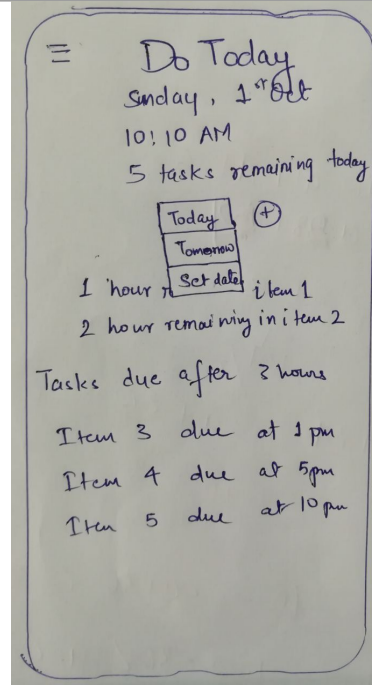
Initial Prototype

When "Today" is pressed

If "Tomorrow" or any other particular date is selected the tasks set on that day would be shown on the screen



After Feedback

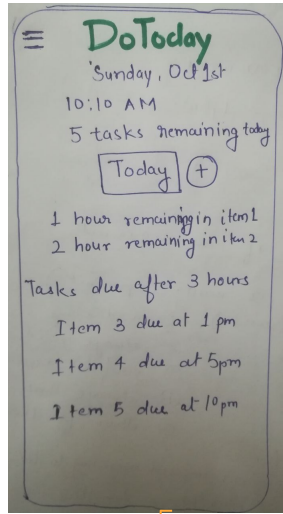


Feedback received from the user: Summary of the results of your testing

- what worked well in the prototype : Elegant design as well as clear presentation was appreciated the most
- what needed improvement : No major improvements were suggested In this screen
- **Conclusion** : A clutter free design with intuitive navigational flows is received well by the user.

Flow of the paper prototype

Screen 1: Home

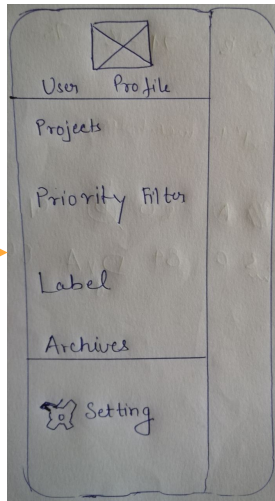


When "Today" button is pressed

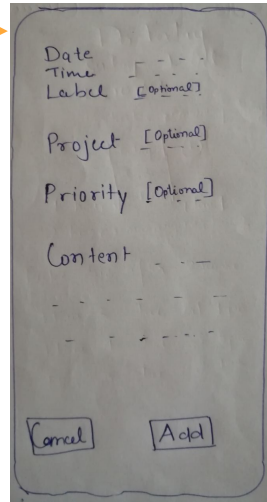
When Add or Cancel is pressed on screen 3

When "+" button is pressed

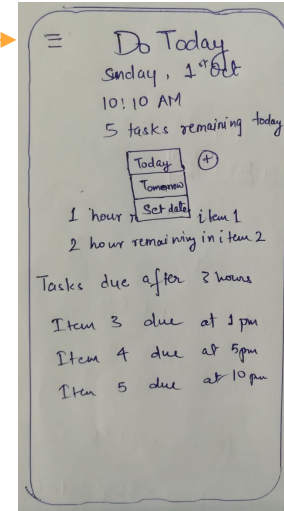
Screen 2



Screen 3 : Add



Screen 4 : Day



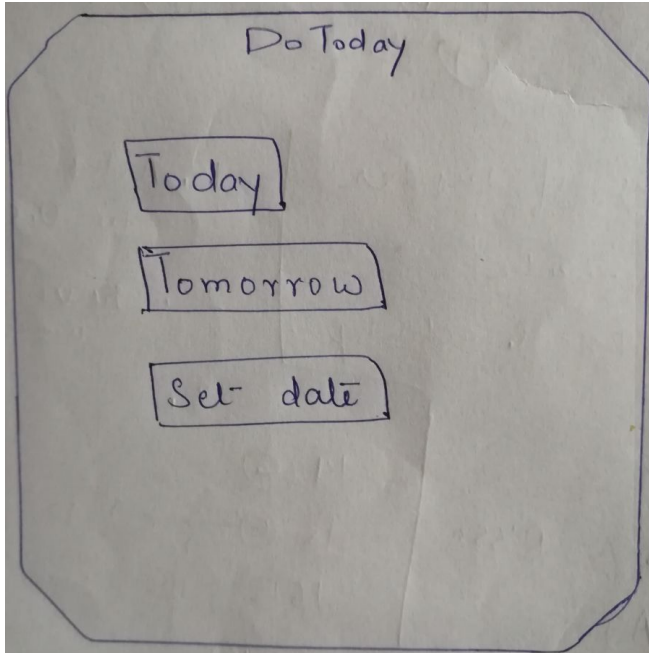
App notifies about the task using in app alarm at the set time as well as an email.

When top left button is pressed

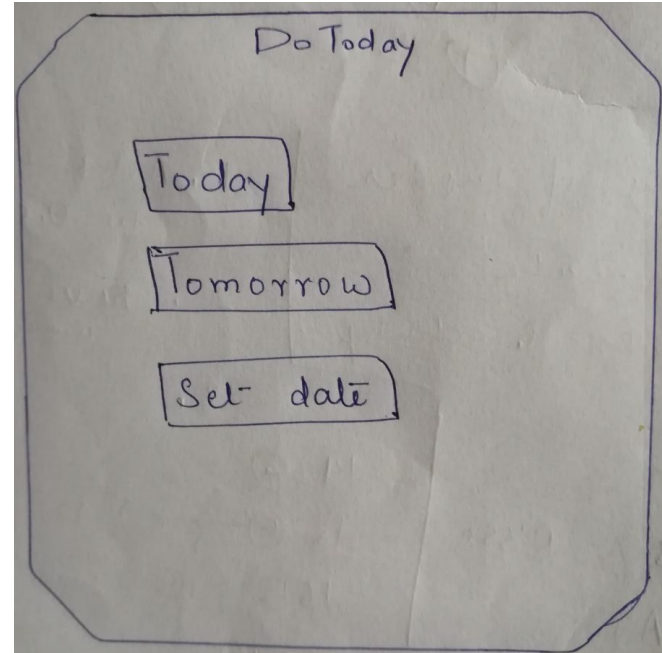
SmartWatch App Paper Prototype

Screen No. 1

Initial Prototype



After Feedback

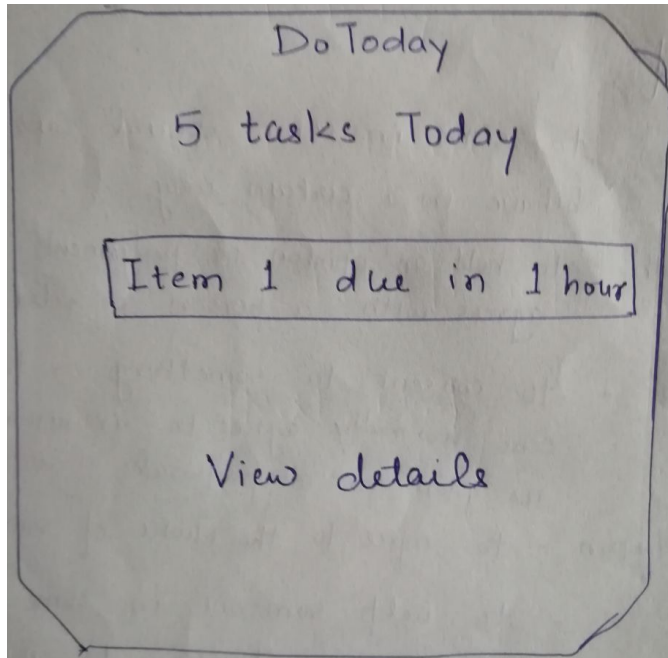


Feedback received from the user: Summary of the results of your testing

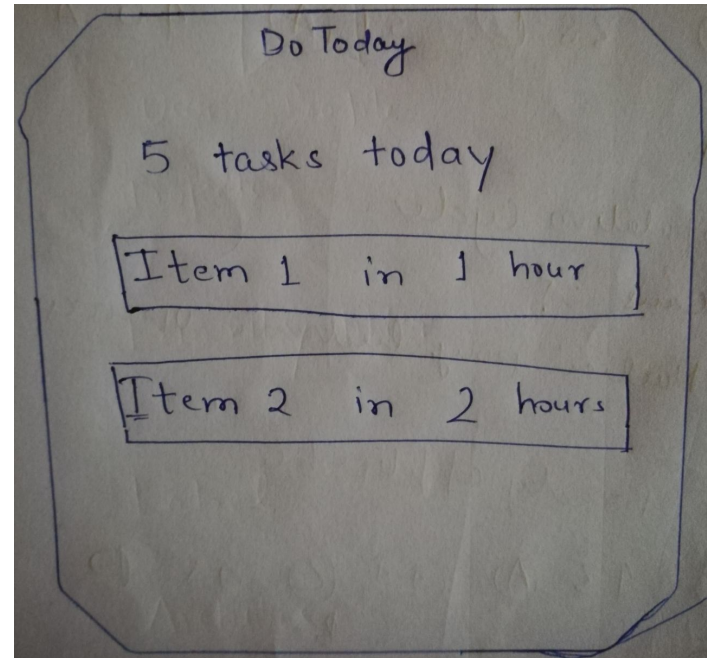
- what worked well in the prototype : Only three options on the screen, easy to manoeuvre.
- what needed improvement : No improvement suggested by the user
- **Conclusion** : Up to three options on smartwatch screen are received well by the user

Screen No. 2

Initial Prototype



After Feedback

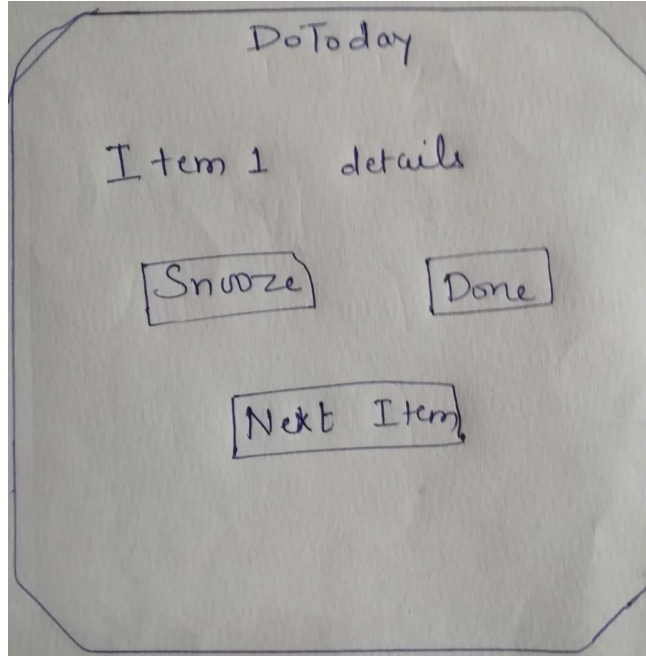


Feedback received from the user: Summary of the results of your testing

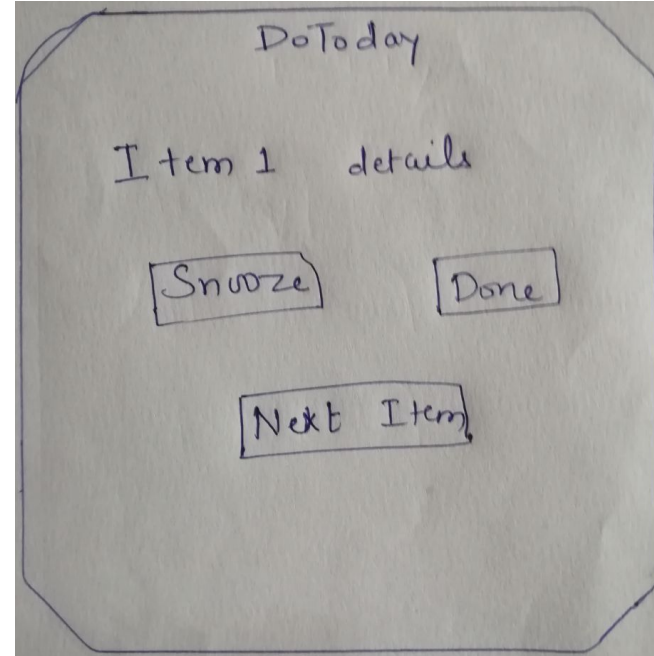
- what worked well in the prototype : Fewer options on the screen.
- what needed improvement : “View details” removed because directly the item can be pressed for details
- **Conclusion** : No extra buttons should be there, conciseness is the key for smartwatch apps.

Screen No. 3

Initial Prototype



After Feedback

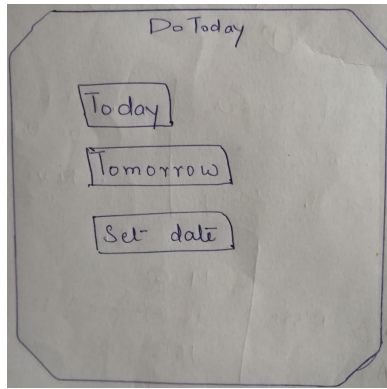


Feedback received from the user: Summary of the results of your testing

- what worked well in the prototype : All the required options were present, which user appreciated a lot.
- what needed improvement : No improvement suggested
- **Conclusion** : Options should be self explanatory for users

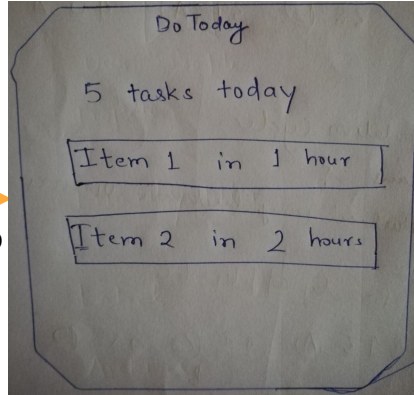
Flow of the paper prototype

Screen 1: Home



Press Today to
go to second
screen

Screen 2:



Press Item 1 to
go to third
screen

Screen 3 :

