

MIT AITI Mobile Application Development in Java Nigeria, Summer 2012



Lab 2: Paper Prototyping

In this lab, we will design the interface for your final project. Throughout this process, think of the best practices that we have discussed.

1. Create a list of all features in your application. Think about everything that a user may need to do.
2. Organize those features into logical groups that would make sense for a user. Make hierarchies when necessary,
3. Use the attached grids, and design each screen of your application with a pencil. Start out with either a vertical or horizontal design, and design your full application in that orientation. Include all buttons, textboxes, menus, maps, etc. Make sure that you have a way to get to each screen of your application.
4. Review your design carefully. Think of the ways that you can simplify the interface, decrease the number of screens, and decrease the number of button presses to get to each feature.
5. Look at the application design of another group and see what you would do to make their application more user-friendly. Have another group check your design, and revise it again.
6. Once you feel you have revised your application enough, create more variations of it. For example, modify your design for a 320x240 pixel screen instead of 800x480, design for the opposite orientation of your original design, or design for a small (under 5cm x 5cm) screen.