Human-Computer Interaction
Class Code: BSCS-F2015A

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Prototyping Exercise

- In your project groups, let's draw a rough prototype for a music player (e.g. iTunes).
  - Assume that the program lets you store, organize, and play songs and music videos.
  - Draw the main player UI and whatever widgets are required to do a **search for a song or video**.
  - After the prototypes are done, we'll try walking through each UI together.

- Things to think about:
  - How many clicks are needed? What controls to use?
  - Could your parents figure it out without guidance?

Prototyping: Assignment for Lab Submission date: 2 January 2019

- In your project groups, let's make a prototype for a music player (for visually impaired people).
  - Assume that the program let the user store, organize, and play songs and music videos.
  - Draw the main player UI and whatever widgets are required to do a **search for a song or video**.
  - After the prototypes are done, we'll try walking through each UI together.

- Things to think about:
  - How many clicks are needed? What controls to use?

Q & A

Thank you
for your attention