Exercise on
Digital Media and Human-Computer Interaction

At QU Labs of the TU Berlin we are (among many other things) researching new concepts for the prototyping of mobile apps.
One of our projects is called 'Blended Prototyping'. It allows the generation of digital user-interface prototypes on the basis of hand sketches. Prototypes generated in this fashion can be run and tested directly on mobile devices.

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Blended Prototyping uses a specific tabletop-computing setup as design environment. Groups of designers and developers can collaboratively brainstorm, outline, and discuss prototype ideas directly on that digital table. The definition of basic prototype behavior is done within the design tool. However, more complex behavior can be facilitated with the inclusion of additional native programming code (Android).
The project aims to provide new tools, which puts groups of designers and developers in a position where they can quickly and easily test prototypes, in earliest development stages already.

Exercise

Your task is to create a (pen and paper) prototype of your own smartphone app.
You and all the other participants of the course can then vote for the best prototype until Thursday. On Friday the highest rated concept will be put on our blended prototyping table and our research team will use the table to create a runnable Android app.

We will provide a video of the process as well as the compiled Android apk-bundle for download.

To create your prototype, follow these steps:
- pick <u>one</u> of the two app ideas below and think about how you would design it
- sketch a max. of 5 screens of your app (best in A4 paper format)
- describe the flow between your screens in text or as a separate sketch
- scan your sketches and upload them to the MOOC@TU9 portal until Wednesday
- vote on your fellow students' prototypes online to elect the best concept until Thursday 12:00 (noon)

Idea 1: Learning Group App

Learning groups are an important part of studying and university life. Imagine an app that makes organization of learning groups more efficient and more convenient. You are free in your design and concept, but to give you some inspiration there are some things we would consider useful if we were still students:
- the app can automatically assign the user to a learning mode
- each student / user can select his/her favorite learning group partners
- the app considers the students' schedule to find good learning appointments
- students can locate their study group members on campus
- the app can help each student manage his/her tasks in the group
- the app makes it easier to contact the other group members

Idea 2: Focus App

For most people it is difficult to do the work they need to do. It is easy to get distracted and waste a lot of time on facebook or surfing the internet, or to put too much effort into tasks of minor importance. Imagine an app that asks you what you are doing and reminds you to do your tasks in time? It could help you as a self-monitoring tool in giving you analyses about the structure of your working day, or your progress to complete specific tasks. You are free in your design and concept, but to give you some inspiration there are some things we would consider useful:
- the app might occasionally ask the user what she is doing at the moment
- the user can set goals on how much time she wants to spend on specific tasks
- the app might use the lock-screen or system notifications to surveil and inform the user
- the user can get statistics on how he is spending his time