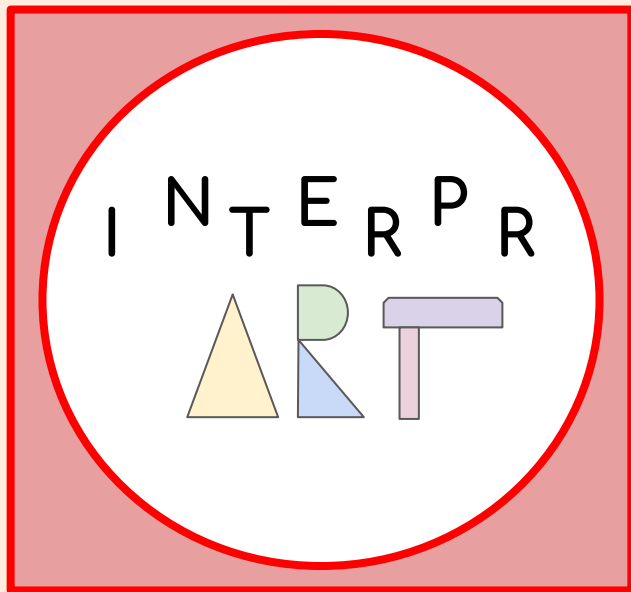


Prototype Production and Construction



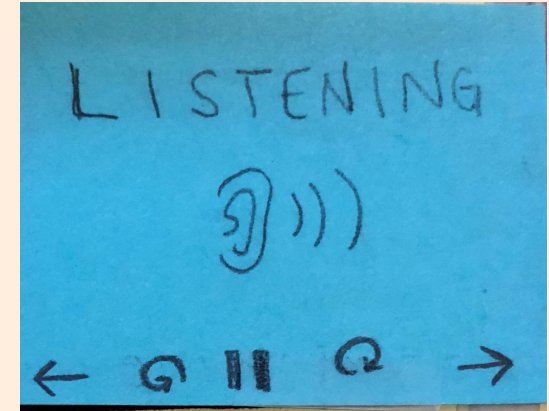
Grace Murray: Designated Delegator
Abby Miller: Creative Consult
Maria Mejia: Logic Liaison

Overall Problem

- “Yeah, I get a little bored, I like moving around” -Contextual Inquiry Participant

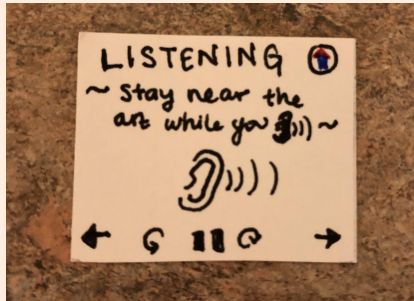
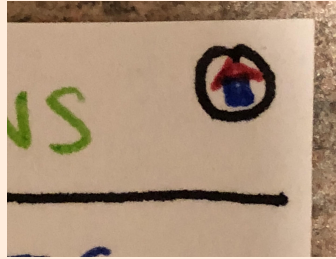


Initial Paper Prototype



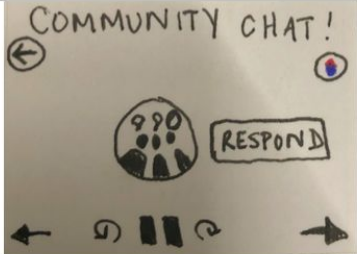
Testing Process

- Heuristic Evaluation

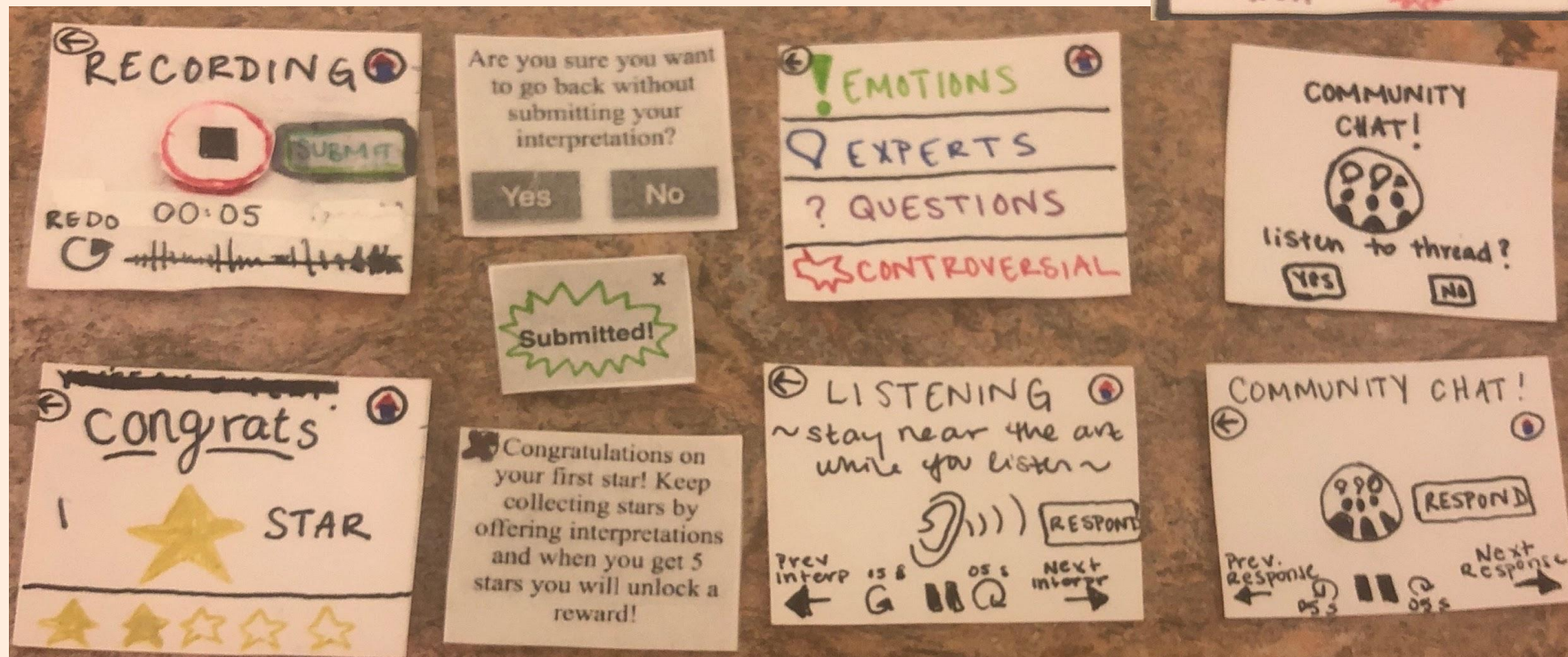


Testing Process

- Usability Testing

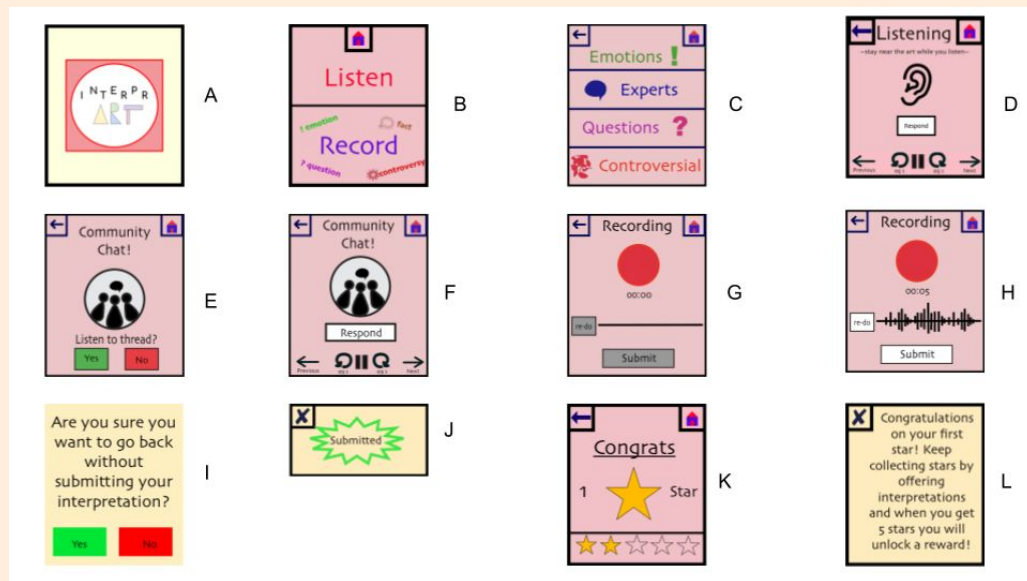
Relevant Portion	Issue	Severity	Correction	Revision Description
	Bottom of the screen is too crowded	1		Replace time bar with simple number
	Unclear how to stop recording	3		Record button changes to square when you press it
	Unclear how to submit the recording	4		Added a submit button
	Too many images on too small of a screen	1		Simplify the community chat screen
	No clear way to respond to a chat	2		Add a respond button
	No back buttons	4		Add back button to most screens

Final Paper Prototype



Digital Mock-Up

- InVision SmartWatch



Summary

- Interpretive amateurs can use our design to find motivation to involve themselves within the museum community
- Lessons learned
 - A simple change in phrasing can significantly improve a design
 - User's appreciate and often expect instant feedback from their interactions with a digital design
 - Less is more: a cluttered screen leads to an unhappy or confused user