Consumester

Video Prototype Report
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To display the functionality of our application, we taped paper prototype images onto an iPhone to simulate actual user interaction with the application. This worked well because it enabled visual representation of what our application will actually do. It is limited in some ways because obviously a piece of paper can't change screen, so we simulated this through video editing. We used an HD camera that was compatible with iMovie. This worked well and the editing process was fairly straightforward. Our application incorporated image capture and mapping technologies which worked well because varieties of these functions are already available on most smart phones. This enabled us to show actual functionality for part of the video. In order to explain semi-complex functions, we simply had the actor describe the process he was going through. This worked well in describing specifics of the application. The limitation involved with this is the potential lack of realism. However, we think this is minimal compared to the benefit received from the explanations. Further, when interacting with the application, we zoomed in on the smart phone to show exactly what was happening. This worked well to enable viewers to see specifically what the actor was doing.

Video Prototype available here