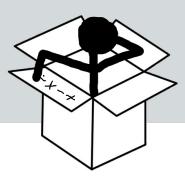
# Math Outside the

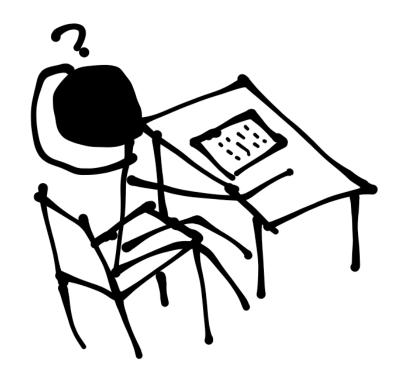


#### Interactive Medium-fi Prototype

Ashlee Reynolds, Charlie Yu, David Young, Brad Huang

#### Overview

- Changes to the three Tasks
- Revised UIs
- Three Scenarios
- Using JustInMind
- Wizard of Oz
- Summary



#### Three Tasks

The Challenge

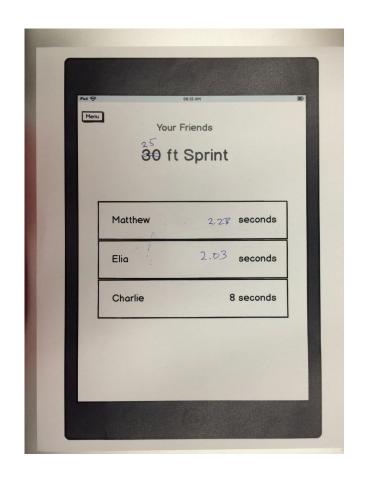


Parent Mode



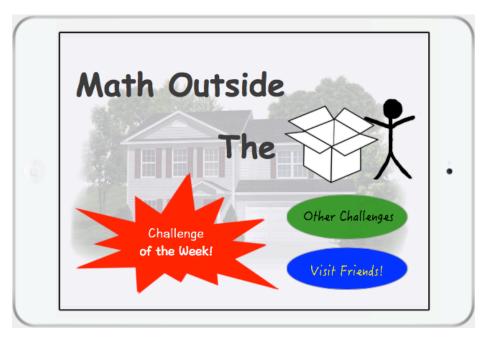
#### The Social Task

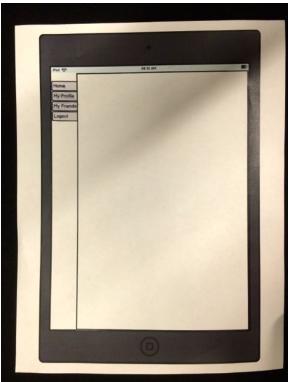




#### Revised UI Designs

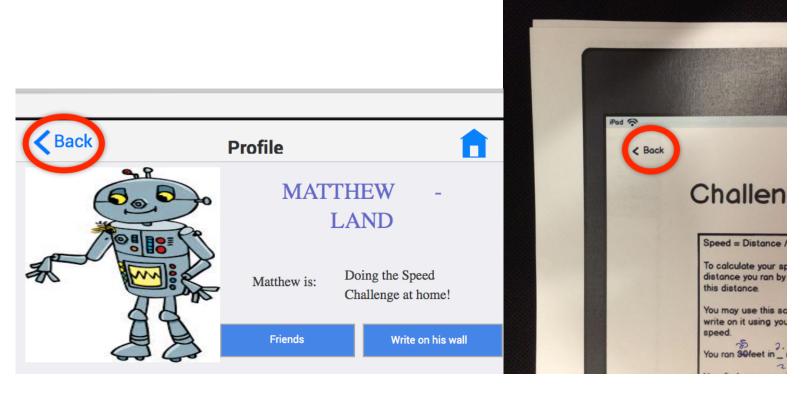
• Menu





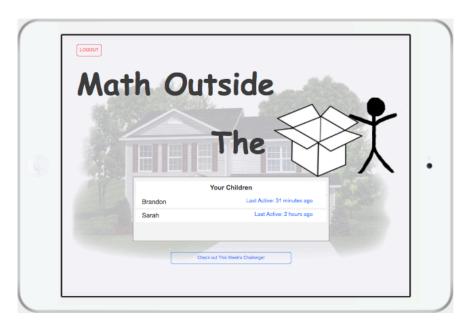
#### Revised UI Designs

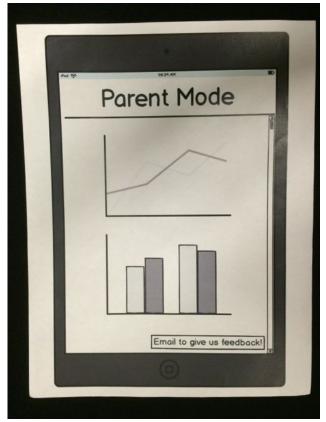
• Buttons

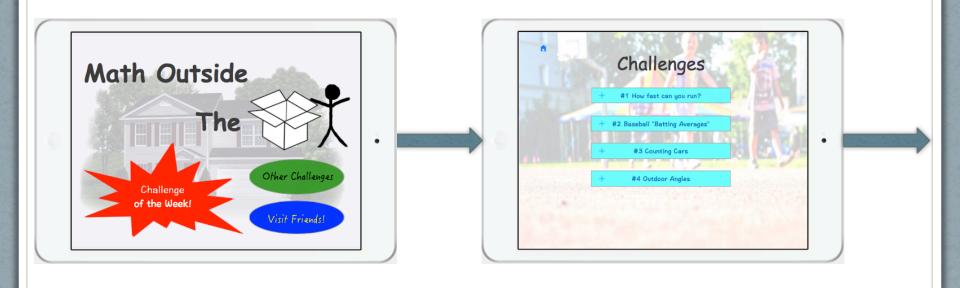


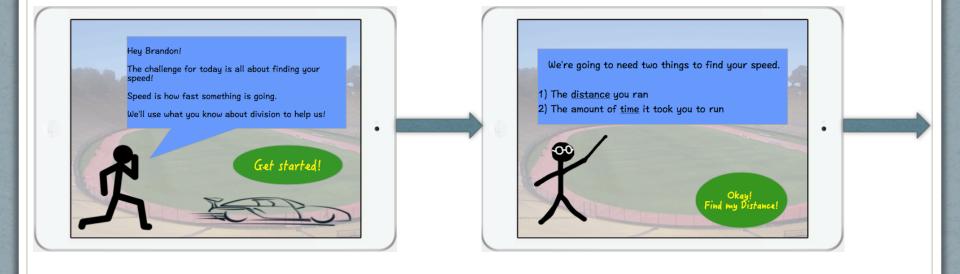
#### Revised UI Designs

• Parent Control





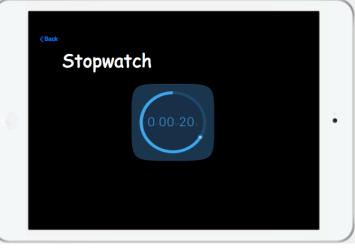








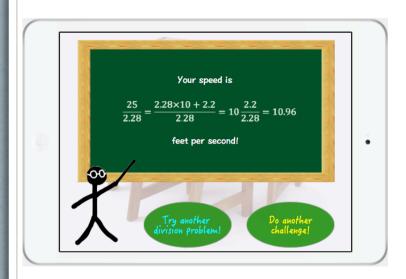








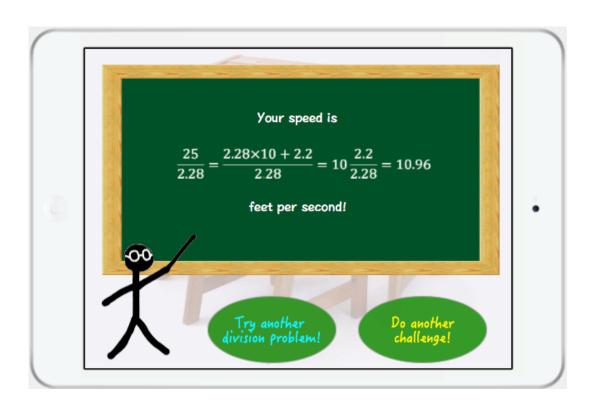






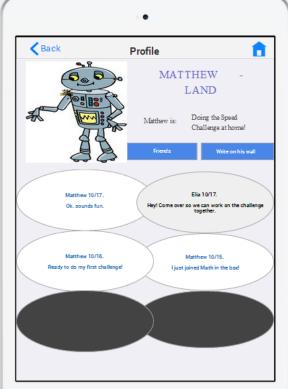


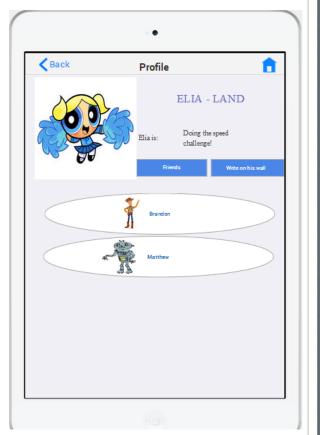




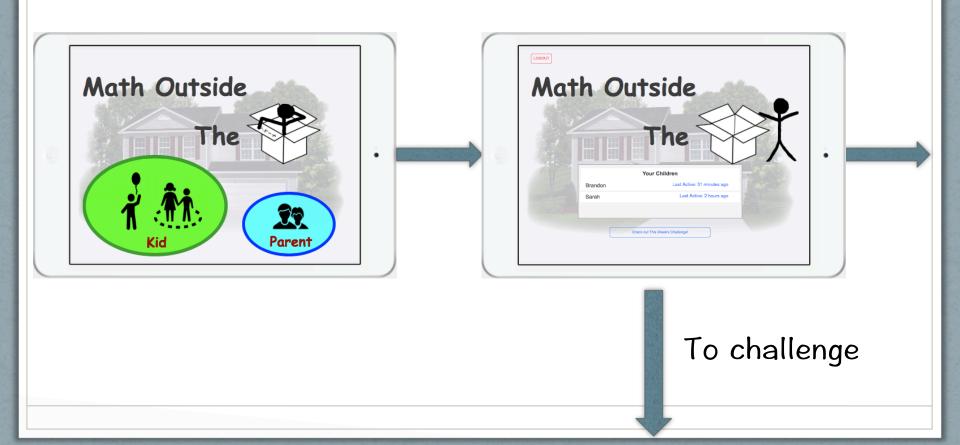
#### Scenario 2 Elia visits Matthew-Land



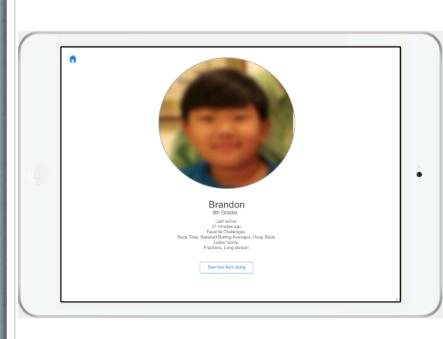




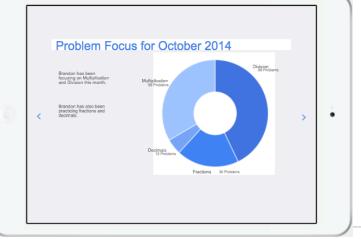
# Scenario 3 Parent Control



# Scenario 3 Parent Control

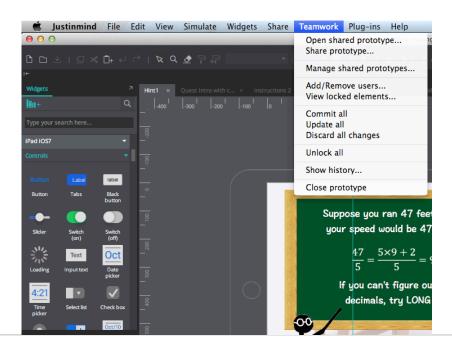






#### JustlnMind - pros

- Good icon library
- Similar metaphors as other prototyping tools
- Freedom
- Teamwork



#### JustInMind - cons

- Not intuitive when creating interactive events
- Performance issues
- Limited overview capability
- Teamwork not always working





#### Wizard of Oz



#### Summary

- Improvements in the interfaces
- Clear flow between and within different tasks
- More improvements needed for dynamic events
  - However needs database to back up

