Getting the Right design and the design right: Testing Many is better than one - Tohidi

1. Low-fidelity and paper prototype is preferred due to its low cost.
2. This provides early insights into design before any investment.
3. Also potential to explore alternate designs early on.
4. In industries, parallel designs are always preferred.
5. When presented with multiple designs, participants feel less pressure while evaluating.
6. Also participants feel they can be more critical, as there is less commitment for one particular design.
7. It is observed that they provide more suggestions when given alternatives.
8. It is observed that they are more comfortable to give more negative comments, which could be superficial.
9. Focus on usability testing should be detecting errors, rather than soliciting ideas.
10. Once the design is prototyped and tested, it hardly gets rejected by the users.
11. In this way there is more of iterative improvement of design rather than going back to drawing board.

Prototyping for Tiny Fingers - Rettig

1. lo-fi or low-fidelity is the term used for paper prototyping and testing them with real users.
2. supports Fudd's first law of creativity- to get a good idea, get lots of ideas.
3. Hi-fi prototypes takes too long to build and change.
4. the goal is to get through as many iterations as possible, because each iteration is an improvement.
5. Hi-fi prototype can have bugs, this could fail the testing purpose.
6. lo-fi prototyping can act as a "Trojan meme"
7. It maximizes the number of times you can refine your design, before committing to the code.
8. lo-fi prototyping kit: white heavy paper, cards, sticky notes, tapes and glues, markers, scissors, etc.
9. lo-fi prototyping deadline: set a deadline
10. construct models, not illustrations
11. selecting users for testing: perform user and task analysis, based on this select potential users. Develop
questionnaires.
12. prepare test scenarios.
13. 4 people ideally: greeter, facilitator, computer and observer

Parallel Prototyping Leads to Better Design Results, More Divergence and Increased Self-Efficacy -Dow

1. Primary virtue of iteration of design of incremental, situated feedback-can blind designers to other alternatives
steering them to local, not global, optima.
2. It is observed that parallel designs outperformed serial designs by performance measures.
3. Diversity of the parallel designs was more.
4. Parallel prototyping promotes comparisons, hence there is more diversity.
5. This also helps them get multiple feedback.
6. Because parallel prototyping involves multiple designs, it encourages the designers to explore other
potential alternatives.
7. Because of the feedback of alternate designs, it promotes confidence and encourages learning.
8. There is also increase in task-specific self-efficacy.
9. There is side-by-side comparisons of critiques in parallel prototyping.
Rapidly Exploring Application Design Through Speed Dating - Davidoff

1. New design method Speed Dating (SD). This supports low-cost rapid comparisons of alternated designs.
2. It also provides time to reflect upon the changes to be made.
3. SD is a light-weight comparison between app strategies.
4. SD has 2 stages: need validation and user enactments
   a. In validation, teams provide various story-boards that they want the users to see and react.
   b. then they create various scenarios and enlist the issues. The users are then asked to play a specific role.
5. Teams here generate concepts around existing needs, After revisiting this, they enlist new need, for which there are no concepts.
   Then new concepts are generated for those needs.
6. Teams then conduct sessions with target users, to generate more new needs.
7. These are then reflected on.
8. It is observed that storyboards, help design teams identify the overlap between observed and perceived needs.
9. User enactments change when they act on it for the first time, to once it becomes a routine.
10. Ideation to sketching to Iteration.
11. SD samples user experience, not opinions.
12. It brings out insights early in the research process.