

Design Walkthrough

Worksheet

Activity:

Design walkthroughs are step-by-step evaluations of sequential design artifacts, including use scenarios, storyboards and video prototypes. The goal is to identify as many problems as possible, in a limited period of time. Unlike brainstorming, critiquing ideas is expected. However, comments should be constructive, and focus on the design details, not the person presenting.

Each group both presents and reviews a video prototype. The review team chooses a moderator and a scribe to capture comments. One presenter plays the video prototype once, then each interaction point. Everyone identifies confusions, interface problems, or suggestions, in that order. The presenter may clarify a question, briefly, but *not* discuss or defend the team's decisions.

Design walkthrough					
Group		Project		Date	
	interaction point	Confusions or Problems?		Suggestions?	
a					
b					
c					
d					