

Activity Guide – User Testing (Computer)

Navigation Diagram

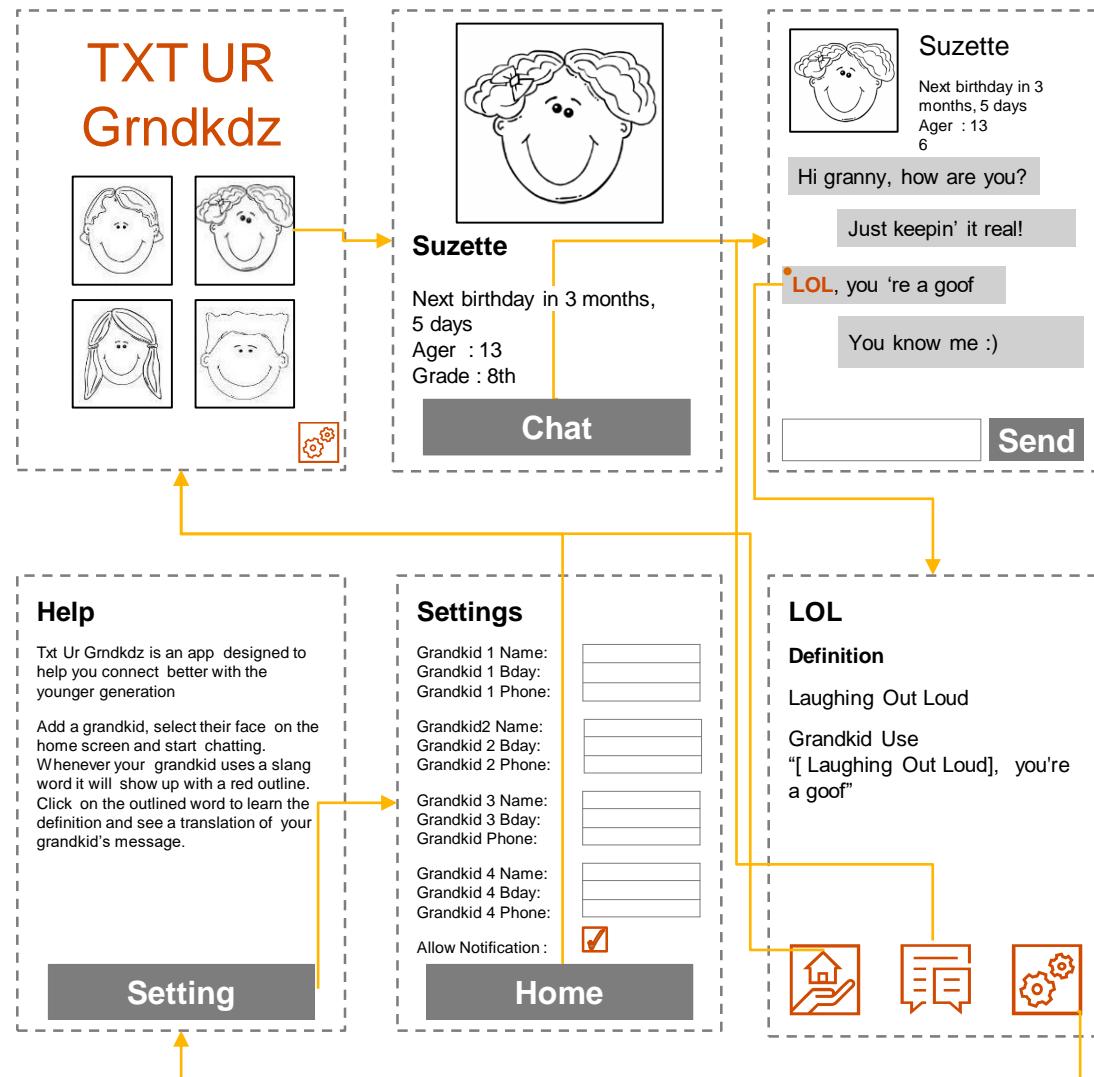
The Navigation Diagram to the right describes how each screen of this prototype is connected to other screens. Each arrow connects an element (such as a button, image, or icon) to another screen of the app. Combined with the UI screens this diagram allows you to “use” the paper prototype as if it were a real app.

Prototype Testing

You’re going to test out this prototype with a partner. Your role is to be the **computer**, taking input from the **user** and responding accordingly.

Rules for the Computer

- Place the first screen in front of the User
- Place the rest of the screens off to the side
- When the user clicks on a card, refer to the diagram:
 - If the clicked element has a line, switch to the screen that the line links to
 - If the clicked element doesn’t have a line, don’t do anything



This lesson is a derivative of "User Interfaces" from Code.org's CS Discoveries Course, used under CC BY-NC-SA 4.0. This lesson is licensed under CC BY-NC-SA 4.0 by PwC.