

CS122 Class 24: MVP evaluation



MVP

Class 24 agenda

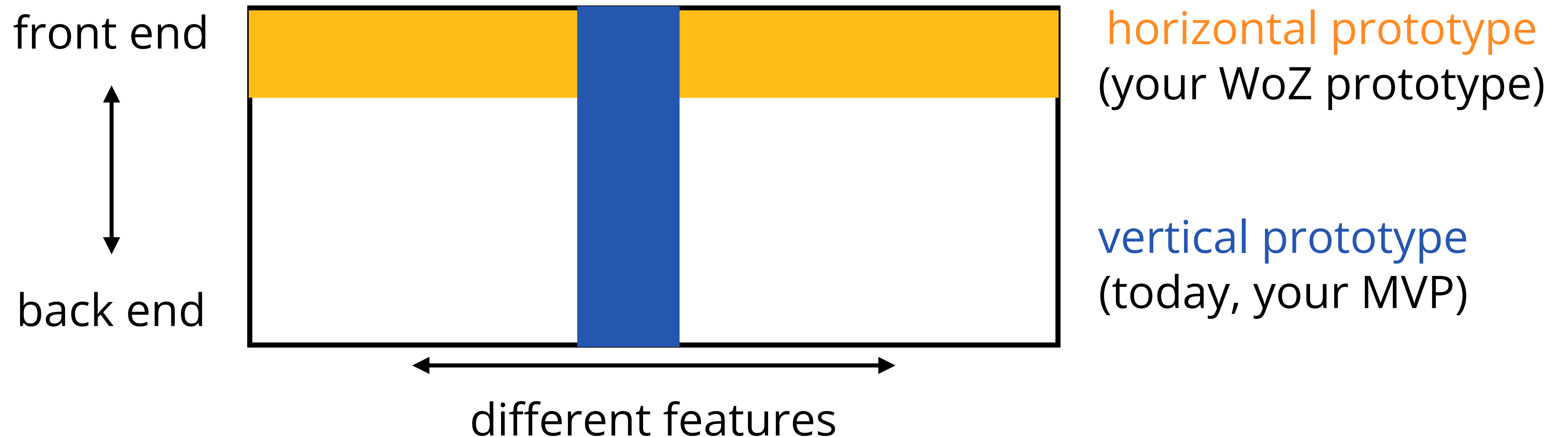
- Zipcrit
- MVP eval / project work time

Announcements

- Mentor hours/code party Sunday 3-5
- Next project milestone: Mon, May 4 final evaluation. Ideally your whole tool should be done by then. Nothing to submit on Canvas

Recall: depth prototypes

- Breadth (horizontal) - how many features does your prototype cover?
- Depth (vertical) - degree of functionality (how responsive to user inputs is your prototype? Or does it just have "canned" options)



MVP evaluation prep

- Pairs swapping again, just like WoZ
- Take 5 minutes with your group to
 - Make sure every pair has at least one computer running the tool
 - Figure out what you want to learn from the evaluation
 - Prepare your computer for testing (e.g., if users are uploading an image, can you make a folder of preselected “good” images?)

MVP evaluation

- As users, first try to do the flow as intended. Then try to “break the tool” and try to enter unexpected/diverse inputs
- Give feedback on potential for wide walls/low floor/high ceiling and interaction design. Visual design is less important at this stage
- Also, share development struggles or tips: We can learn from each other!
- Write notes/lessons learned in your design doc