

## 9) EATZA PIZZA - Prototyping Design for Experience

### Paper Prototyping Mobile User Experiences

#### GOAL

To assemble and sketch an Interface to explore low risk low fidelity prototypes, while creating appreciation for the value low fidelity prototyping brings to a user centered design process in the early stages.

#### Using The Point of View Shot

Shows a subject's perspective as though the audience is looking right through their eyes.  
(Powerful filmmaking techniques to draw audience into the scene)

#### Sketch Process and Paper Prototype of a Mobile User Experience with Video Narratives.

As a UX Designer I have been asked to mock up in a paper prototype and document with video, a typical scenario and tasks a user does on their phone in a daily experience. It is to be used to narrate a low fidelity paper prototype to better understand the current users.

#### Video Demo of Prototype located at:

[JeffLu-9-EATZA-PIZZA-PrototypingDesign for Exp.mp4](#)

#### [Jeff Lu's](#) Contributions:

Solo project endeavor