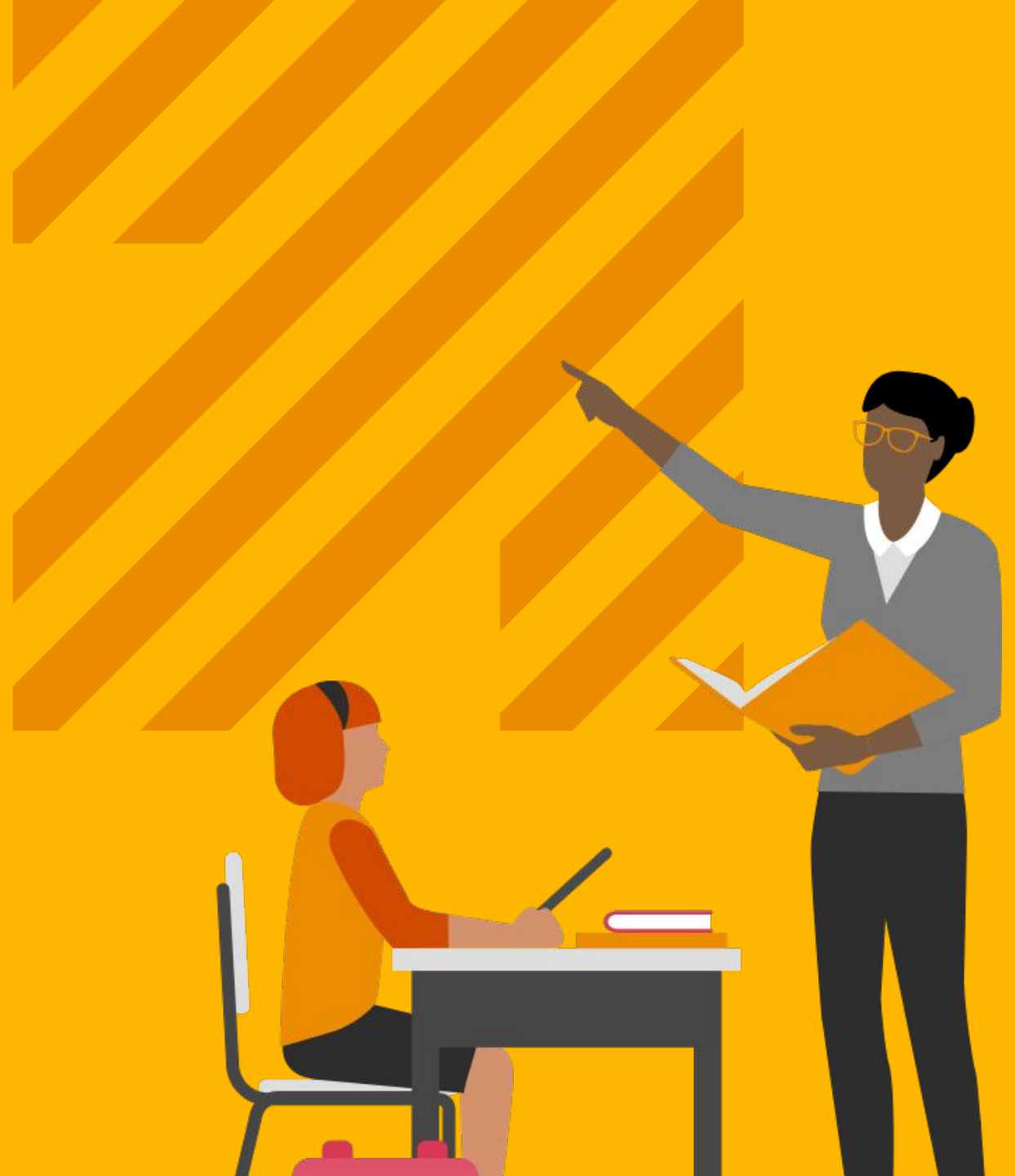


Technology Skills Curriculum

App Development Unplugged



pwc

Technology Skills Curriculum Lesson 6: App development unplugged

PwC

Agenda

Let's get started

1. Getting started: What is an app?
2. Main activity: Reading and using a paper prototype
3. User testing
4. Prototype debrief
5. Wrap up: Critique the prototype
6. Careers reflection

Objectives

You will be able to:

- Use a paper prototype to test out an app before programming it
- Identify the user needs a prototype was designed to address



01

Getting Started:

What is an app?

Getting started

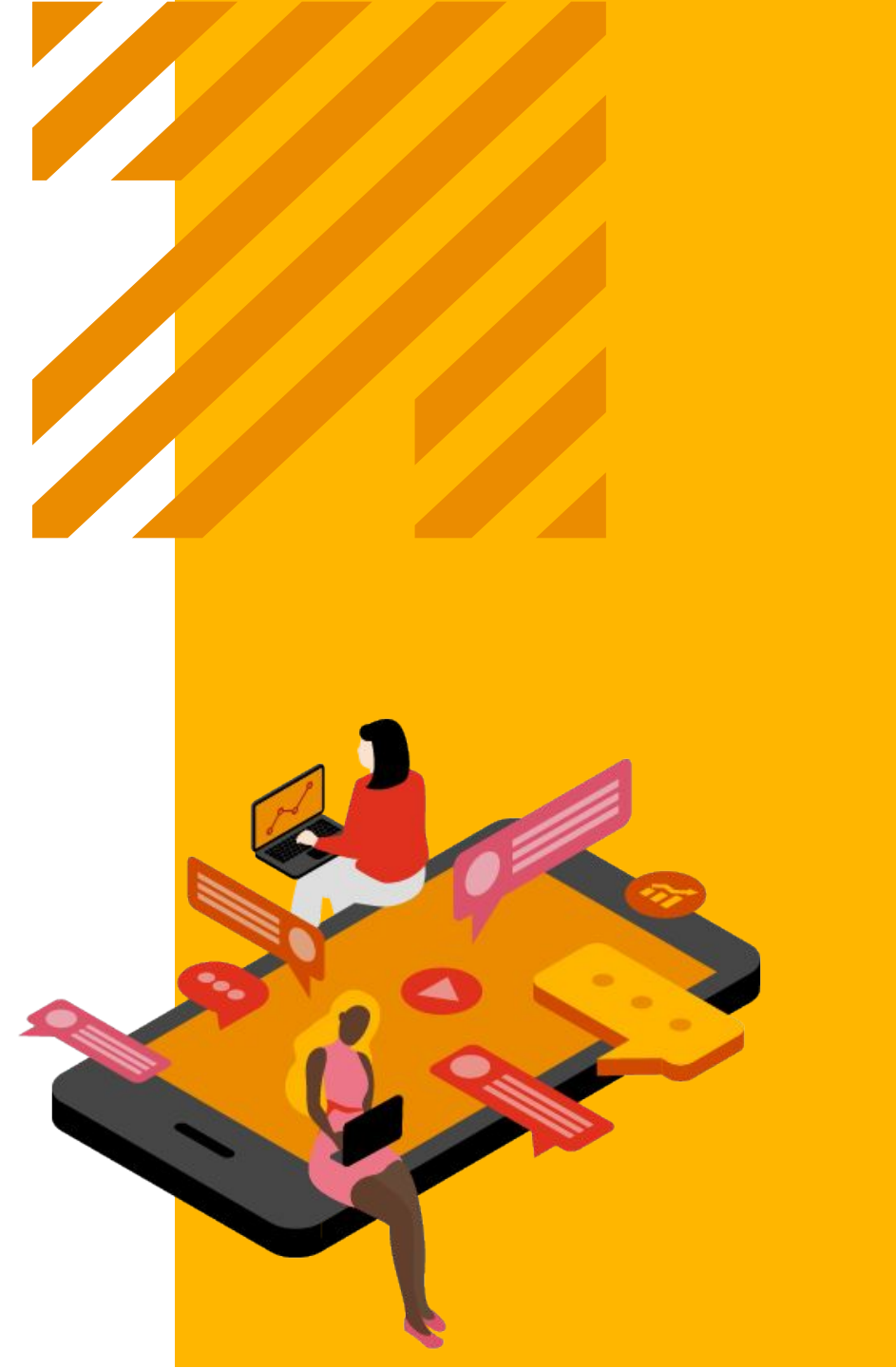
When you think of an app, you probably imagine the finished product. The path between that brainstorming and a finished app, however, is quite long.

Task:

In pairs take 5 minutes to discuss the below questions:

1. **What is an app?** (Write down your own definition)
2. What apps **do you or other people** you know use?
3. What do you think goes into the **development of an app?**

We will then have a 5 minute class discussion to discuss different people's ideas



02

Main activity:

Reading and using a
paper prototype

Reading and using a paper prototype

Task:

1. On your copy of 'User Interface Screens - Activity Guide' **cut the screens apart**
2. Based solely on the screens, **discuss with your partner** what you think this app was designed to do? **Take 5 minutes to discuss this**

“**Prototype**” is the first or early model of a product that allows you to test assumptions before developing a final version.

“**User Interface**” is the visual elements of a program through which a user controls or communicates with the application. Often abbreviated to UI.

“**Paper prototype**” is one of the earliest forms of a prototype, and it allows a developer to test out their idea before investing a lot of time programming. Paper prototypes are a quick and dirty way to share the *user interface* of your app with potential users.



03

User testing

User testing (1/2)

Task:

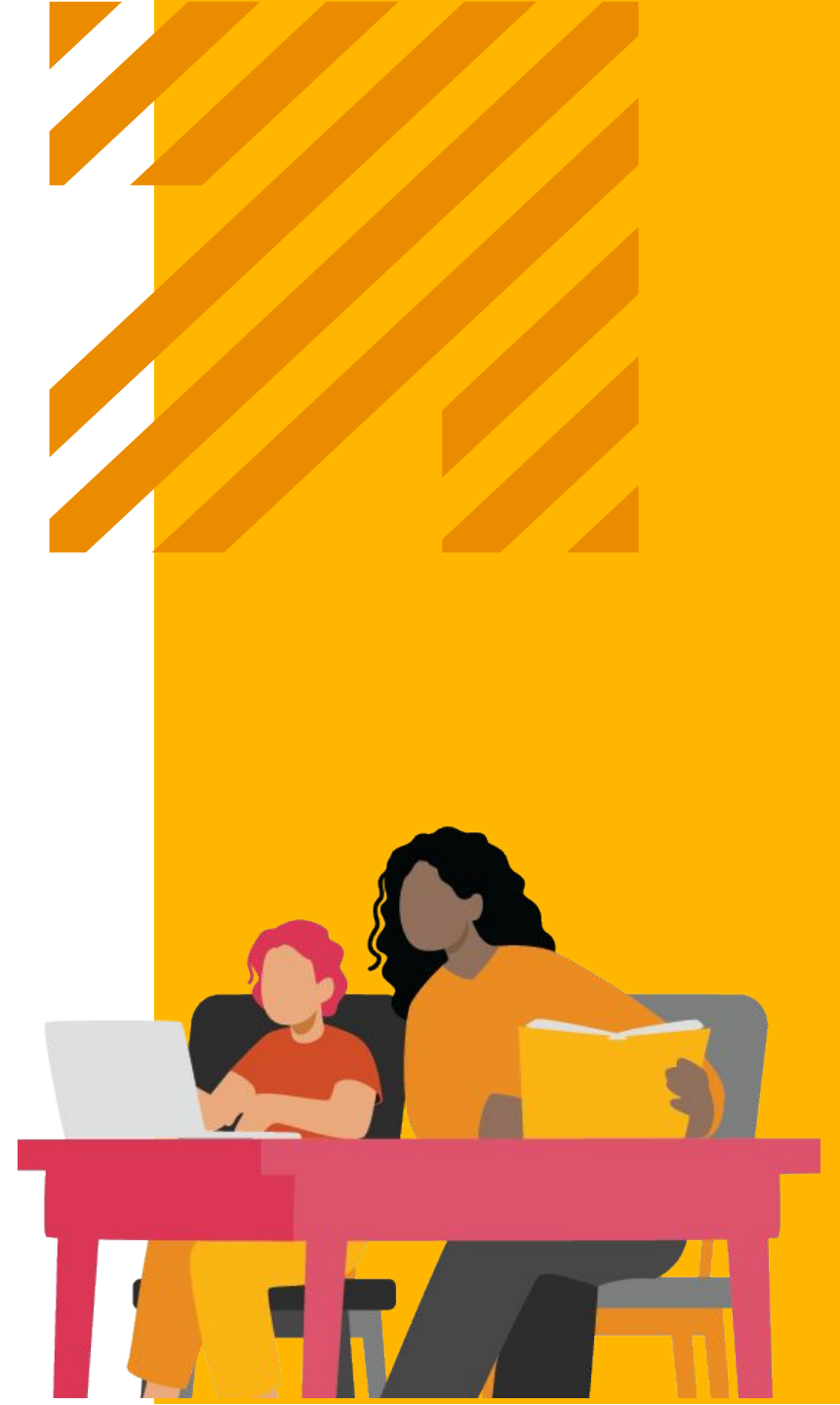
1. **Decide in pairs** who will be the role of *Computer* and who will be the *User* - once you have decided, move so that you are sitting across from one another. **This should take 2 minutes**
2. *Computers* will be handed a copy of 'User Testing (Computer) - Activity Guide' and *Users* will be handed a copy of 'User Testing (User) - Activity Guide'
3. Have a look at the different guides and await further instructions



User testing (2/2)

Task: You have 15 minutes.

1. The *Computer* places the home screen (the one titled "Txt Ur Grndkds") in front of the *User*.
2. The *User* selects a task from the table on their activity guide.
3. The *User* attempts to complete the tasking by "clicking" on the paper prototype screen in front of them. Every time the *User* clicks on the screen, the *Computer* consults the Navigation Diagram on their activity guide.
 - If the Navigation Diagram shows a line connected to the element that was clicked, find the screen at the other end of the line and place it in front of the user.
 - If the Navigation Diagram doesn't show a line connected to the element that was clicked, do nothing.
4. When the User completes a task (or decides it is impossible in the current prototype), they fill out the "What I Tried" and "My Reaction" columns
5. There are several additional rows in the tasks table for *Users* to come up with their own tasks to attempt.



04

Phototype Debrief

Prototype debrief

Task:

Discuss with your partner how the task went. Answer the questions below together:

1. 1. Users - how was your experience during the activity?
2. 2. What common problems did Users run into in this activity?
3. 3. Can we identify potential improvements to the prototype?

You have 5 minutes to answer these questions together in pairs and then will feedback your ideas to the class



05

Wrap up:

Critique the
prototype

Wrap Up

Task:

Write down on post it notes answers to the below questions:

1. What user needs could this app do a better job of addressing (I wish it did this)?
2. What user needs did the app address well (who do you like)?
3. What are a few user needs that aren't addressed at all, but that you think would make a good addition (what if we did this)?

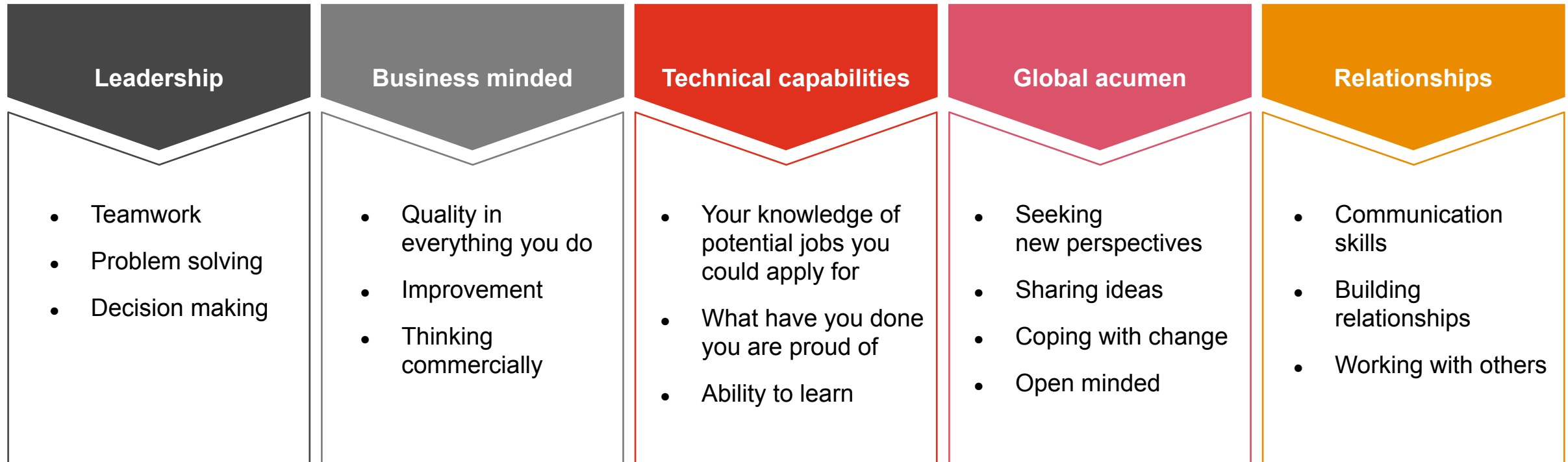
You have 5 minutes to write your answers and then you we will share our answers as a class



06

Careers Reflection

What employability skills have you developed in this session?



Want to find out more?

Keep up to date: PwC Podcast - spotify - A-Z of tech: A is for Artificial Intelligence, B is for Blockchain, C is for Cyber Security. Follow our journey through an alphabet of technology trends with PwC's technologists and special guests.

Opportunities in tech: You might be interested in technology opportunities at university or in the workplace. Lots of companies and universities have opportunities. **Here are some at PwC:**

- 5 day paid work experience 'Insight Weeks' for Year 12 students.
- Technology Degree Apprenticeships and Data Science Graduate Apprenticeships.
- School and College Leaver Apprenticeships at PwC



Thank you

[pwc.com](https://www.pwc.com)

This publication has been prepared for general guidance on matters of interest only, and does not constitute professional advice. You should not act upon the information contained in this publication without obtaining specific professional advice. No representation or warranty (express or implied) is given as to the accuracy or completeness of the information contained in this publication, and, to the extent permitted by law, PricewaterhouseCoopers LLP, its members, employees and agents do not accept or assume any liability, responsibility or duty of care for any consequences of you or anyone else acting, or refraining to act, in reliance on the information contained in this publication or for any decision based on it.

© 2023 PwC. All rights reserved. Not for further distribution without the permission of PwC. 'PwC' refers to the network of member firms of PricewaterhouseCoopers International Limited (PwCIL), or, as the context requires, individual member firms of the PwC network. Each member firm is a separate legal entity and does not act as agent of PwCIL or any other member firm. PwCIL does not provide any services to clients. PwCIL is not responsible or liable for the acts or omissions of any of its member firms nor can it control the exercise of their professional judgment or bind them in any way. No member firm is responsible or liable for the acts or omissions of any other member firm nor can it control the exercise of another member firm's professional judgment or bind another member firm or PwCIL in any way.