# PROTOTYPING DYNAMICS:
# Sharing Multiple Designs Improves Exploration, Group Rapport, and Results

**Steven P Dow, Julie Fortuna,**
**Dan Schwartz, Beth Altringer,**
**Daniel L Schwartz, & Scott R Klemmer**

# Individual vs Collective?

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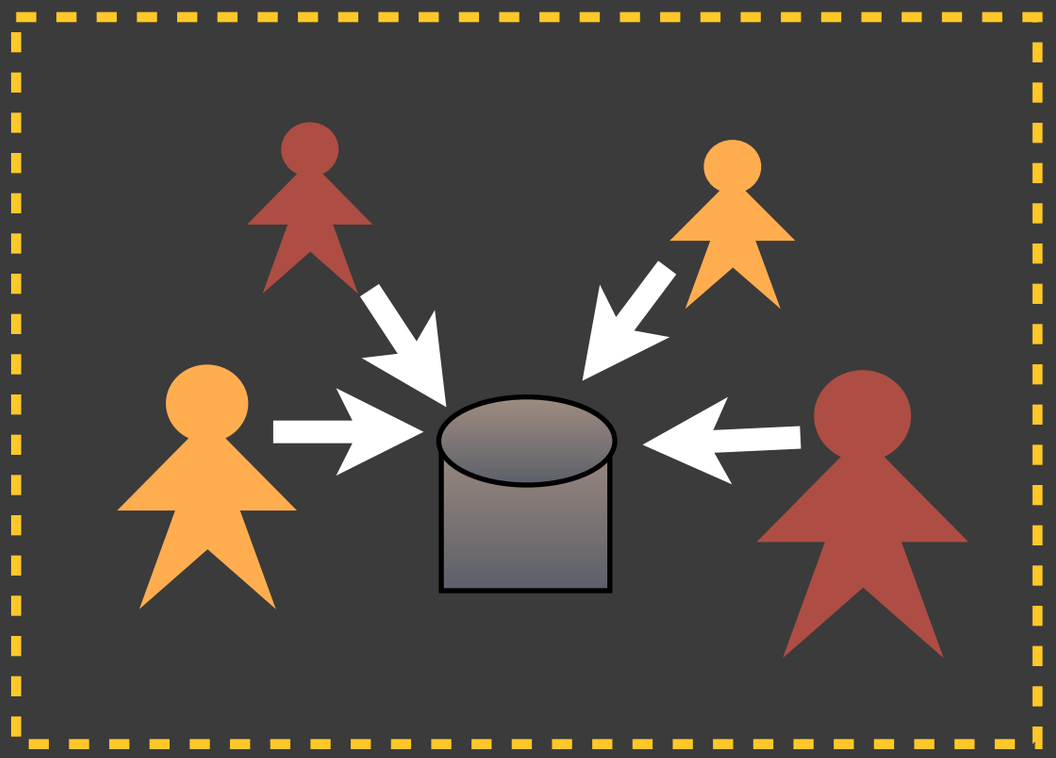

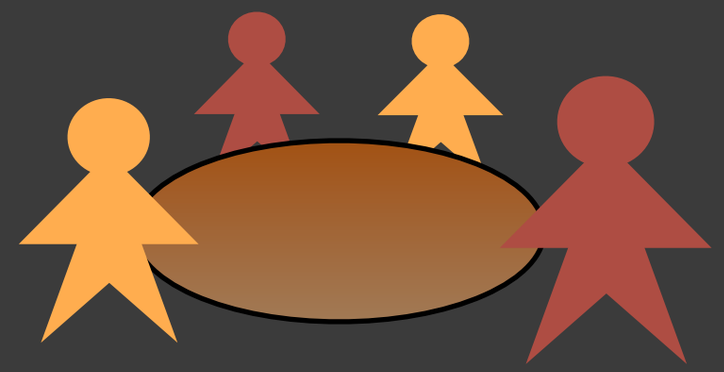

Stroebe and Diehl, 1994
Janis, 1982
Felps, Mitchell, Byington, 2006

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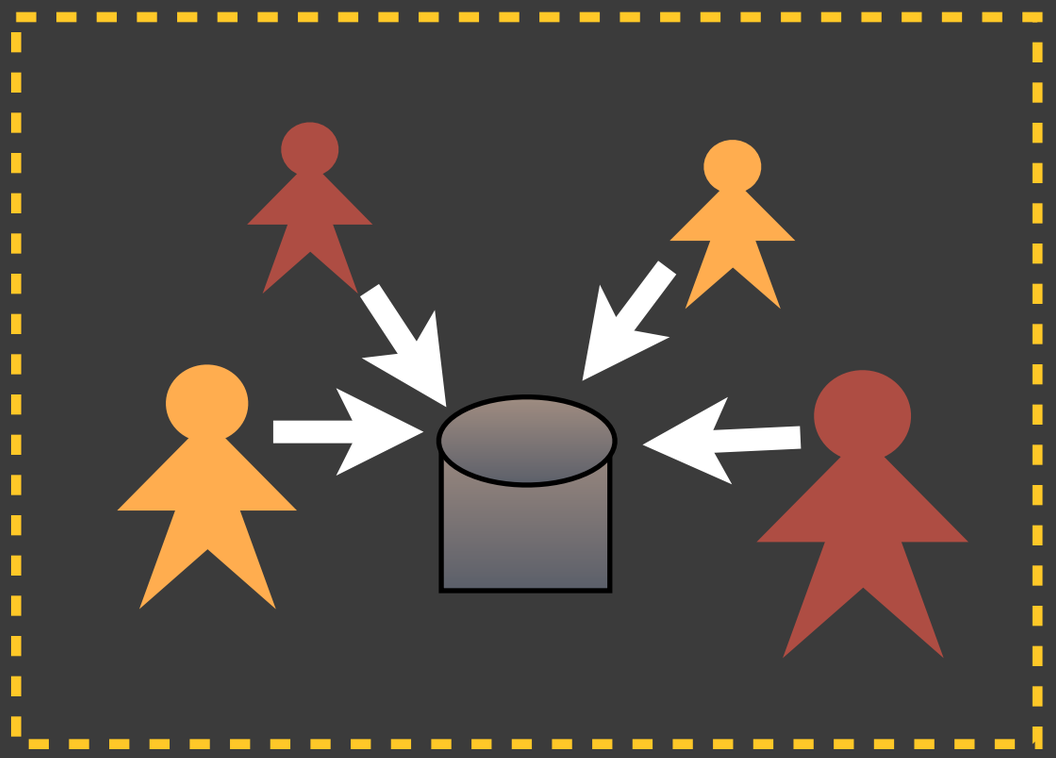

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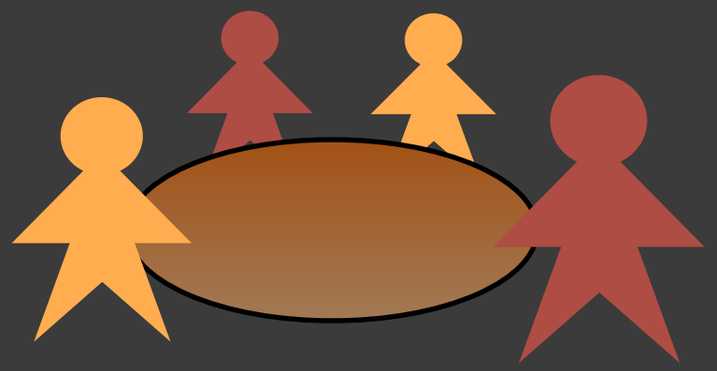


Organization memory
Skill recognition
Shared ownership

Sutton and Hargadon, 1996

# A false choice?

"Prototypes can be more articulate than people."
Fred Brooks

# Research question

How does sharing **multiple** prototypes
– rather than just one –
affect design results?

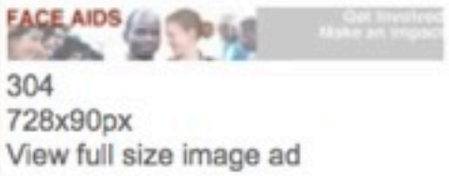
**Hypothesis** “sharing multiple” outperforms

# Design task selection

| | |
|---|---|
| **Demonstrate creativity** | No “right” or “wrong” solutions<br>Many paths to solution |
| **Contrast designs** | Objective and subjective outcome measures |

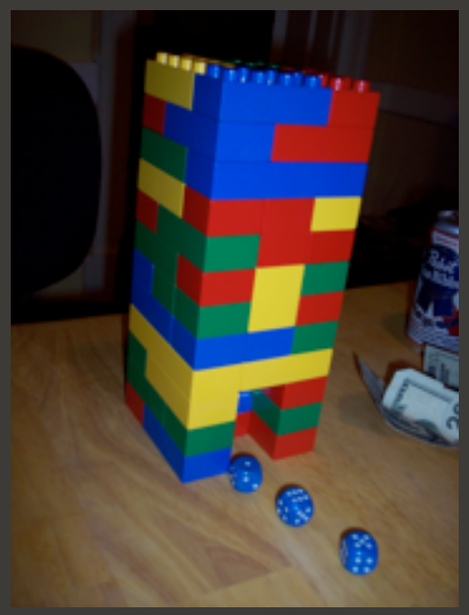
# Task: design an advertisement

+ New ad | Change status... | Alerts | Automate | More actions...

| | Ad | Status | % Served | Clicks |
|---|---|---|---|---|
| | **Total - all ads** | | | **44** |
| ☐ | <br>348<br>728x90px<br>View full size image ad | Campaign ended | 6.47% | 6 |
| ☐ |  <br>304<br>728x90px<br>View full size image ad | Campaign ended | 3.60% | 5 |
| ☐ | <br>345<br>728x90px<br>View full size image ad | Campaign ended | 3.35% | 4 |
| ☐ | <br>347<br>728x90px<br>View full size image ad | Campaign ended | 4.74% | 4 |
| ☐ | <br>305<br>728x90px<br>View full size image ad | Campaign ended | 3.10% | 2 |
| ☐ | <br>306<br>728x90px | Campaign ended | 3.18% | 2 |

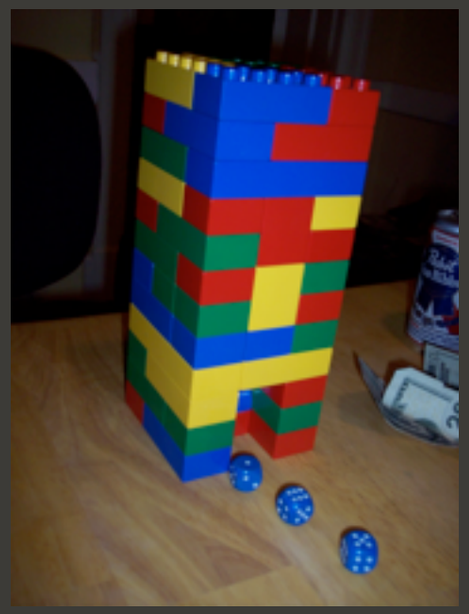
# **Procedure** (N=84, 42 pairs)

icebreaker
activity



# **Procedure** (N=84, 42 pairs)

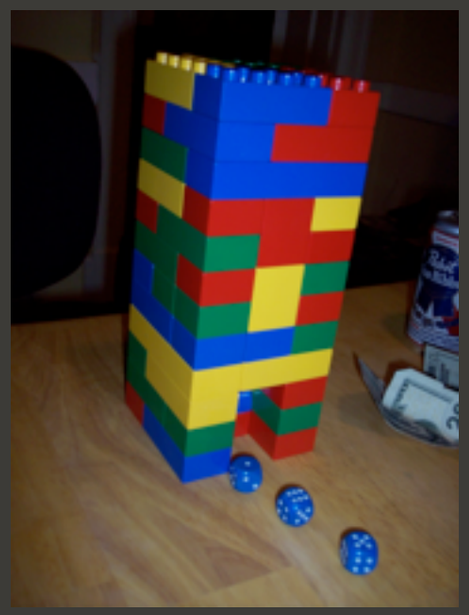
icebreaker activity



individual design

# **Procedure** (N=84, 42 pairs)

icebreaker activity



individual design

group meeting

# **Procedure** (N=84, 42 pairs)

icebreaker activity

individual design

group meeting

final design

interview

time

10 | 30 | 10 | 15 | 10

# **Procedure:** share multiple

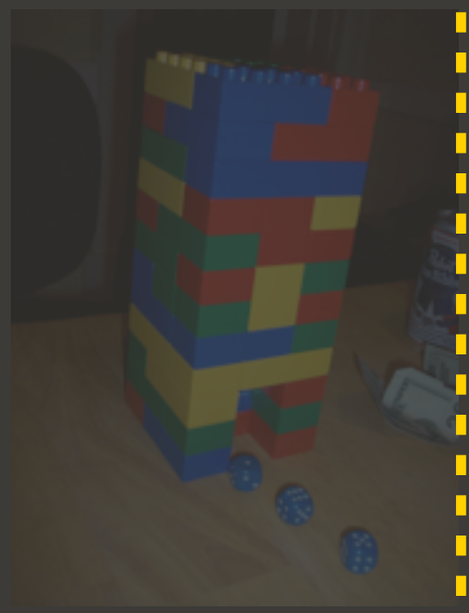
icebreaker activity

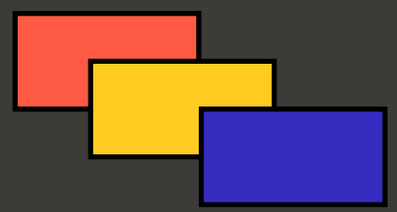
individual design

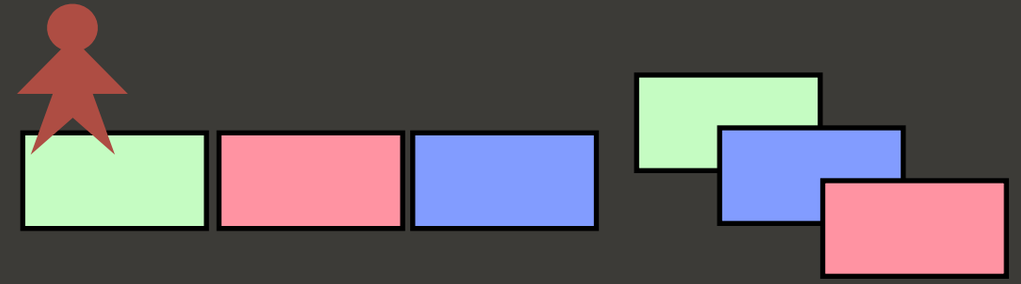
group meeting

final design

interview







time

10 30 10 15 10

# **Procedure:** share one

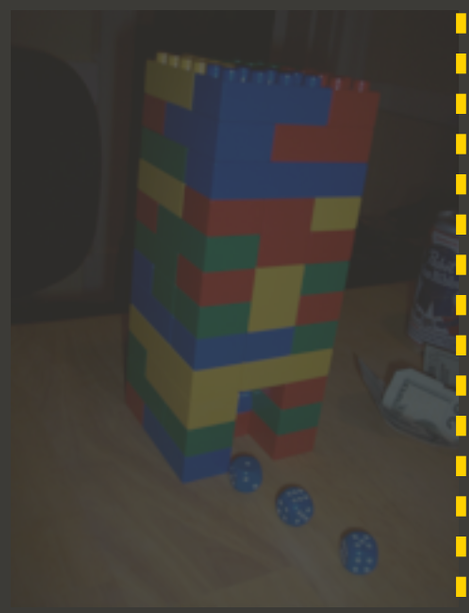
icebreaker activity

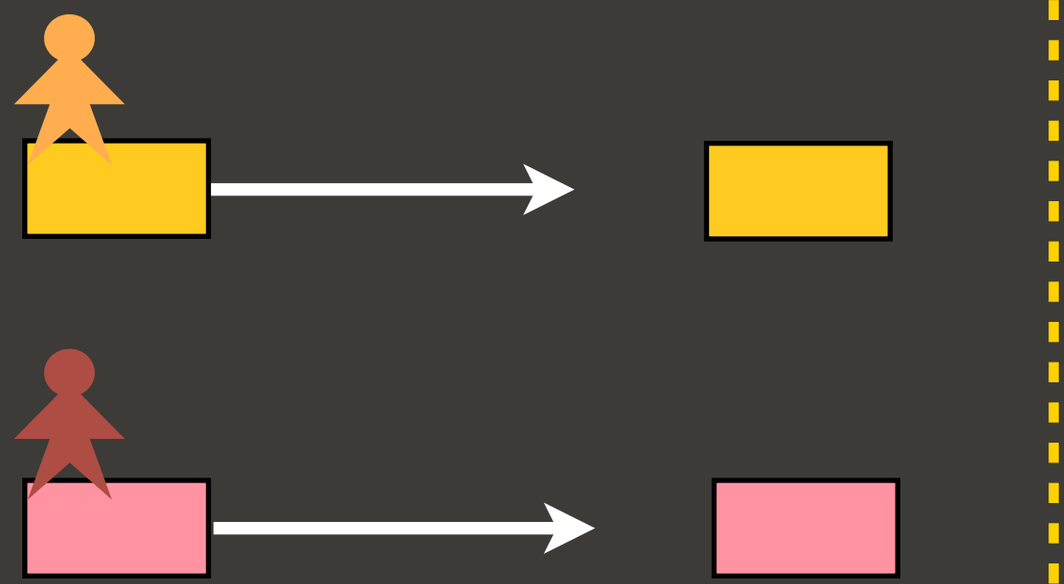
individual design

group meeting

final design

interview





time

10 30 10 15 10

# **Procedure:** share best

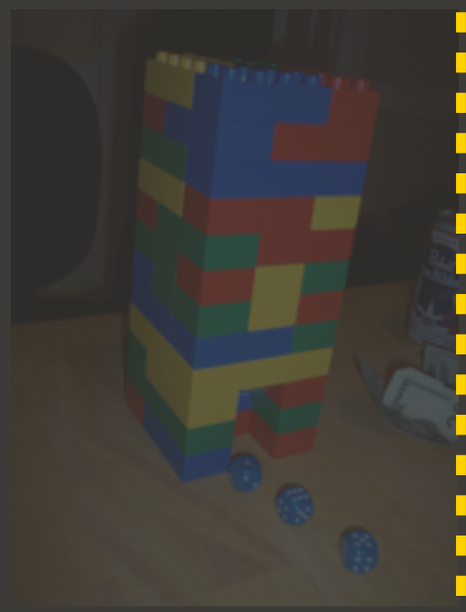
icebreaker activity

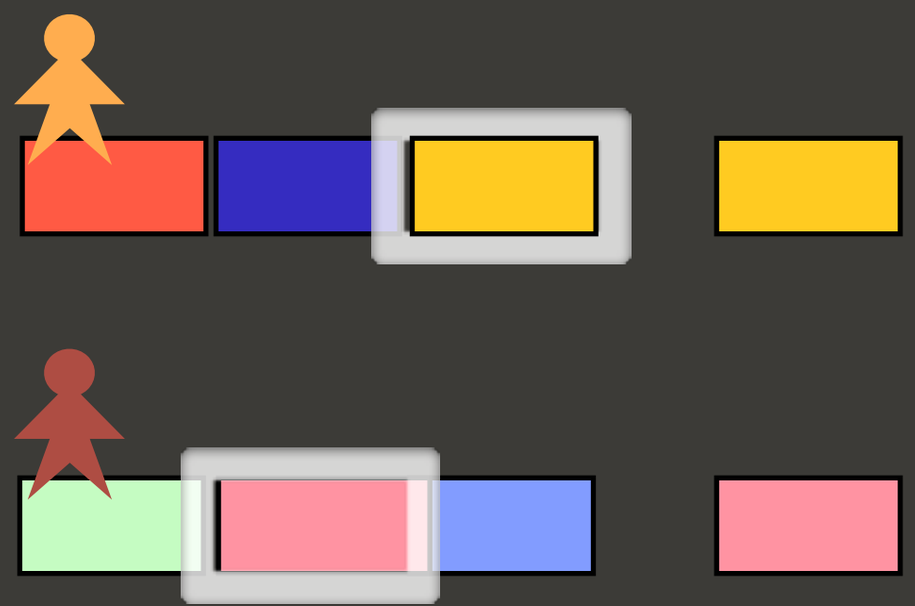
individual design

group meeting

final design

interview





time

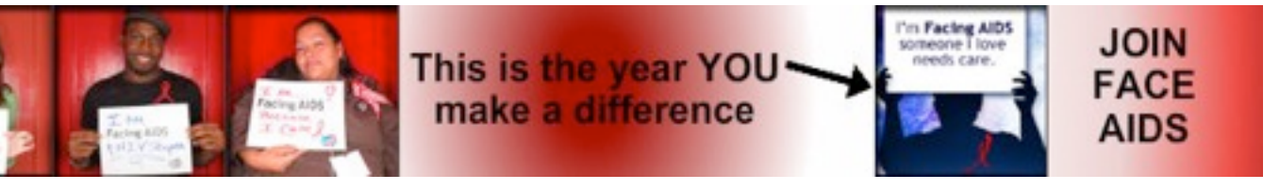
10 30 10 15 10

to fight AIDS in Africa.
And we look good in red, too.
Want to help?
Click here or visit www.faceaids.org

Help us change this. FACE AIDS

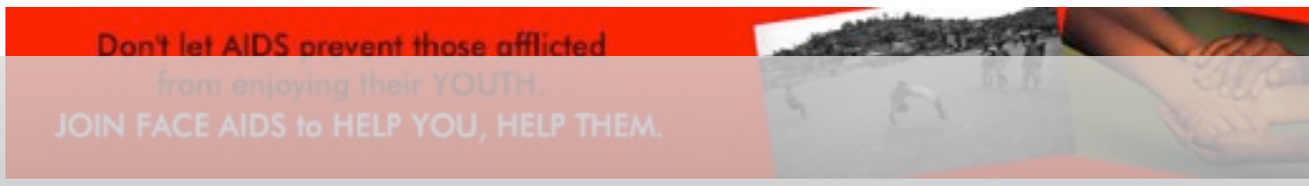
1.4 Million Dollars.
150 chapte
Mobilizing and inspiring students to fight AIDS in Africa.
FACE
AIDS

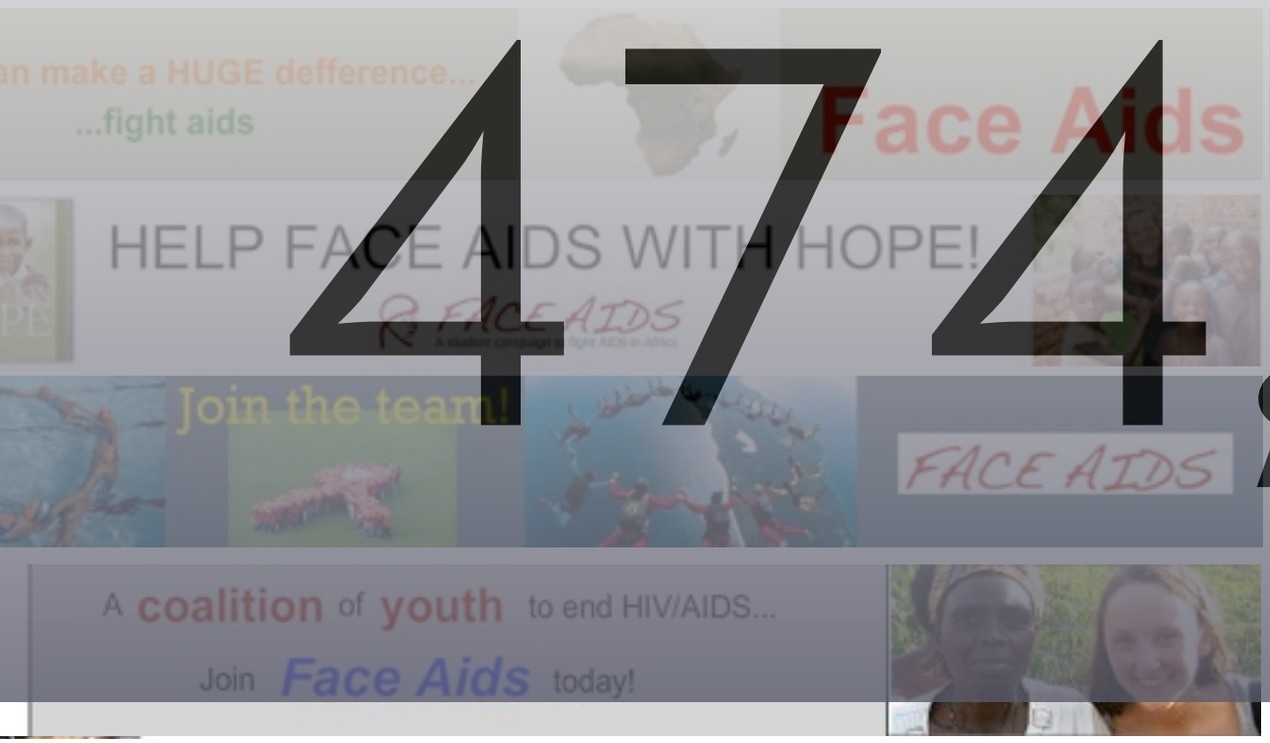
because it is out there.
face aids

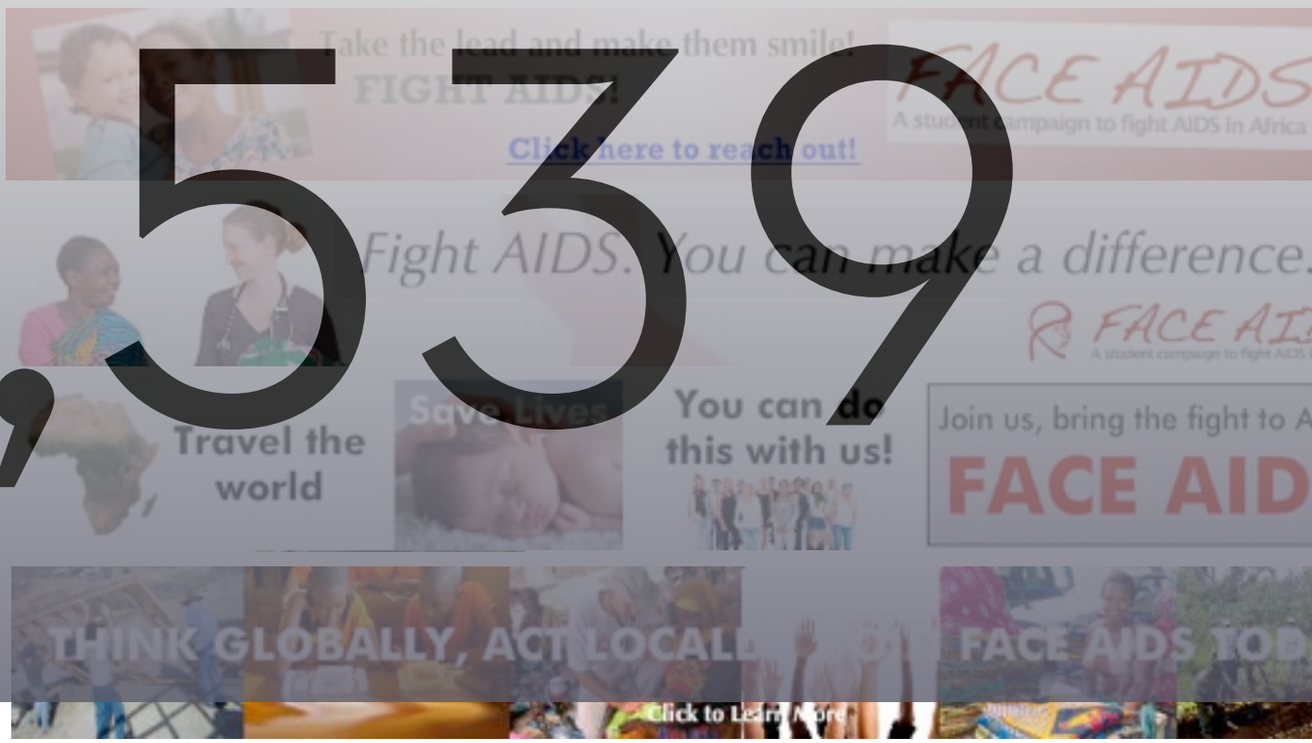

This is the year YOU
make a difference
I'm Facing AIDS
someone I love
needs care.
JOIN
FACE
AIDS

FACE AIDS
Join the Fight

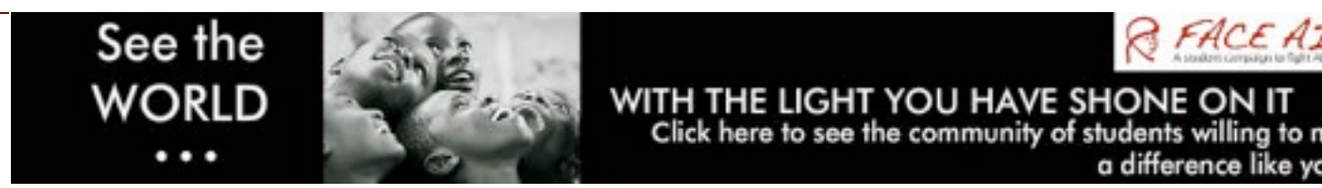
CE AIDS

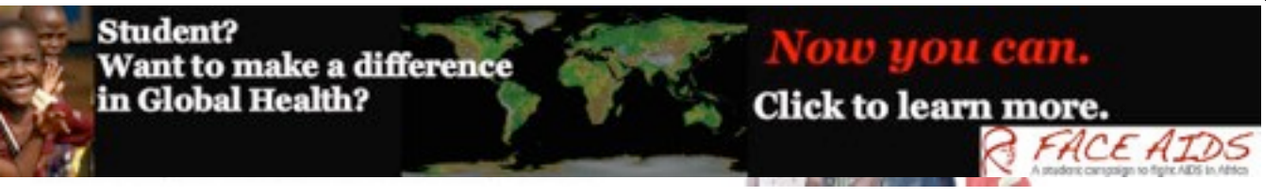

Don't let AIDS prevent those afflicted
from enjoying their YOUTH.
JOIN FACE AIDS to HELP YOU, HELP THEM.


Get Involved
Make an impact
an make a HUGE defference...
...fight aids
Face Aids
HELP FACE AIDS WITH HOPE!
Join the team!
FACE AIDS
A coalition of youth to end HIV/AIDS...
Join Face Aids today!

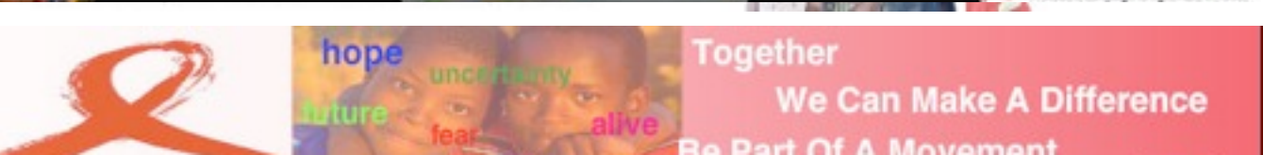

Take the lead and make them smile!
FIGHT AIDS!
Click here to reach out!
FACE AIDS
A student campaign to fight AIDS in Africa
Travel the
world
Save Lives
You can do
this with us!
Join us, bring the fight to A
FACE AID
Fight AIDS. You can make a difference.
THINK GLOBALLY, ACT LOCALL
FACE AIDS FOR
Click to Learn More

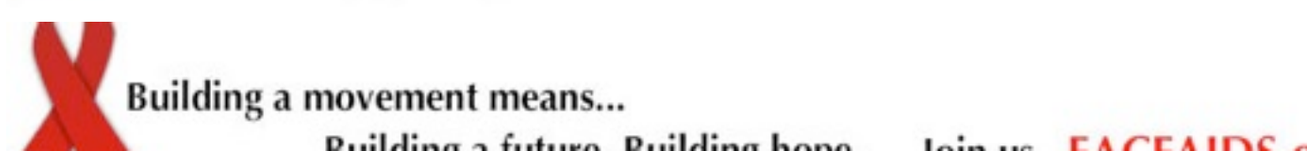
FACE AIDS
A student campaign to fight AIDS in Africa
Always jumping


See the
WORLD
• • •
WITH THE LIGHT YOU HAVE SHONE ON IT
Click here to see the community of students willing to
a difference like

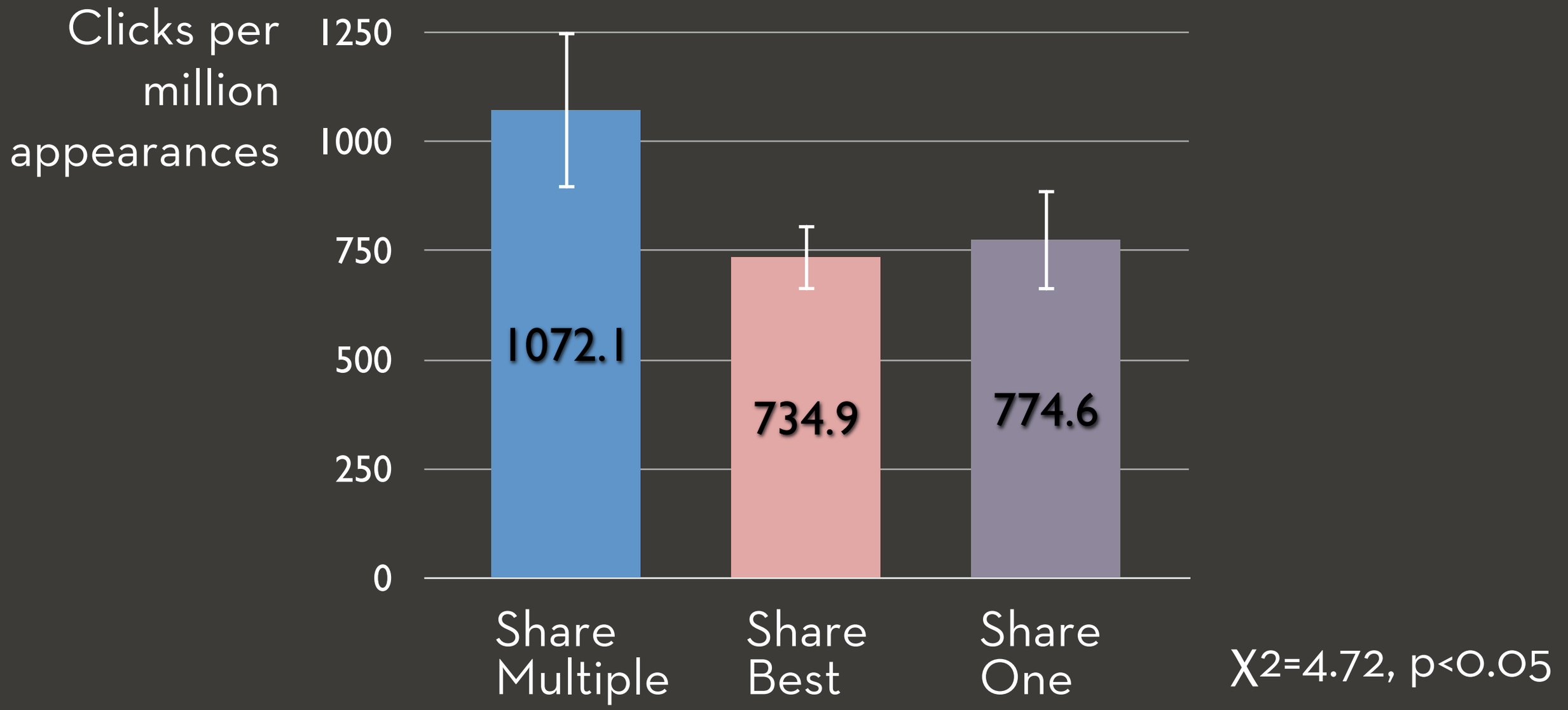

Student?
Want to make a difference
in Global Health?
Now you can.
Click to learn more.
FACE AIDS

FACE AIDS
A student campaign to fight AIDS in Africa
What is Face Aids?
How do I get involved
Learn more


hope
uncertainty
future
fear
alive
Together
We Can Make A Difference
Be Part Of A Movement

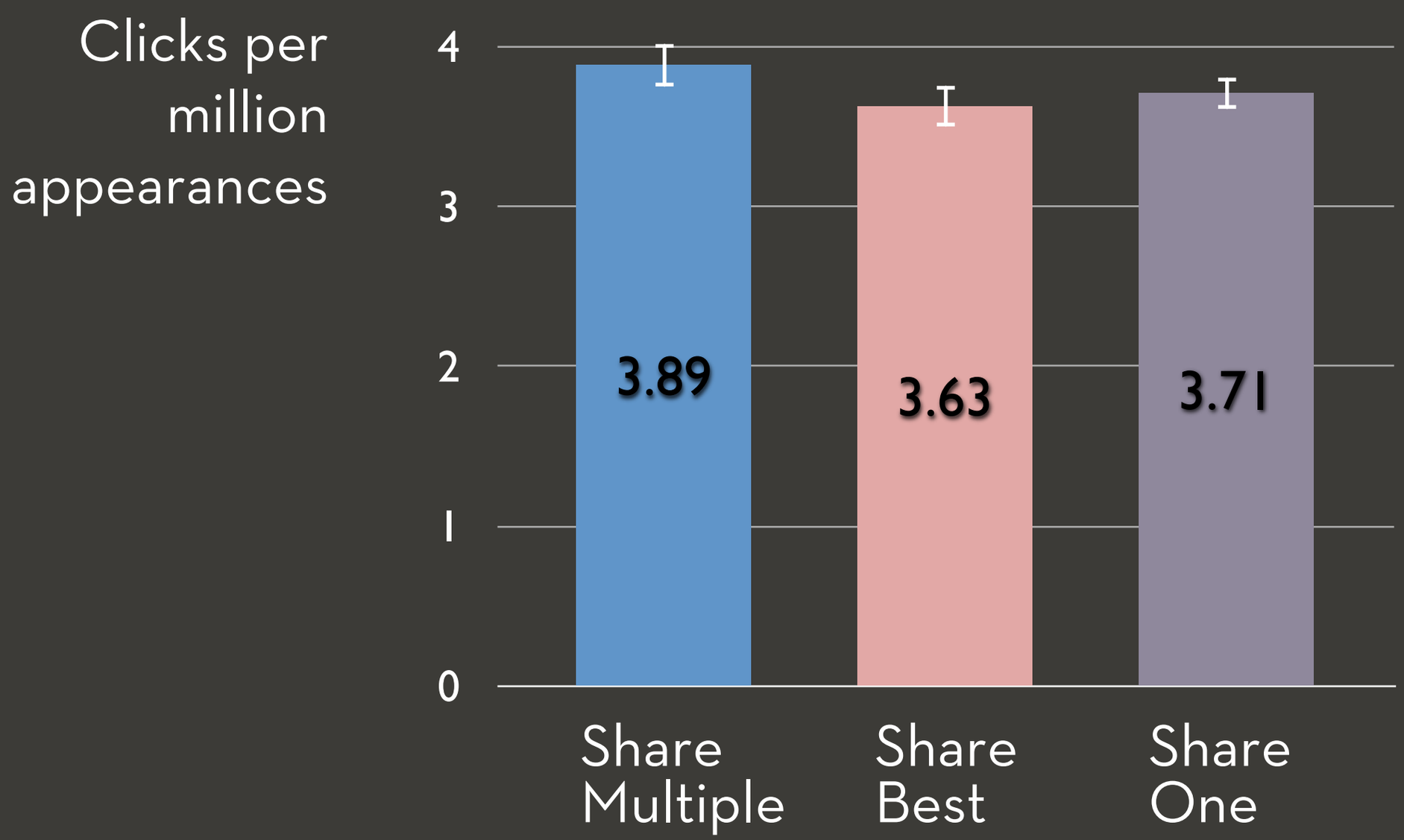

Building a movement means...
Building a future. Building hope.
Join us. FACEAIDS

# Web users clicked more “Share Multiple” ads per appearance




$X^2=4.72$, $p<0.05$

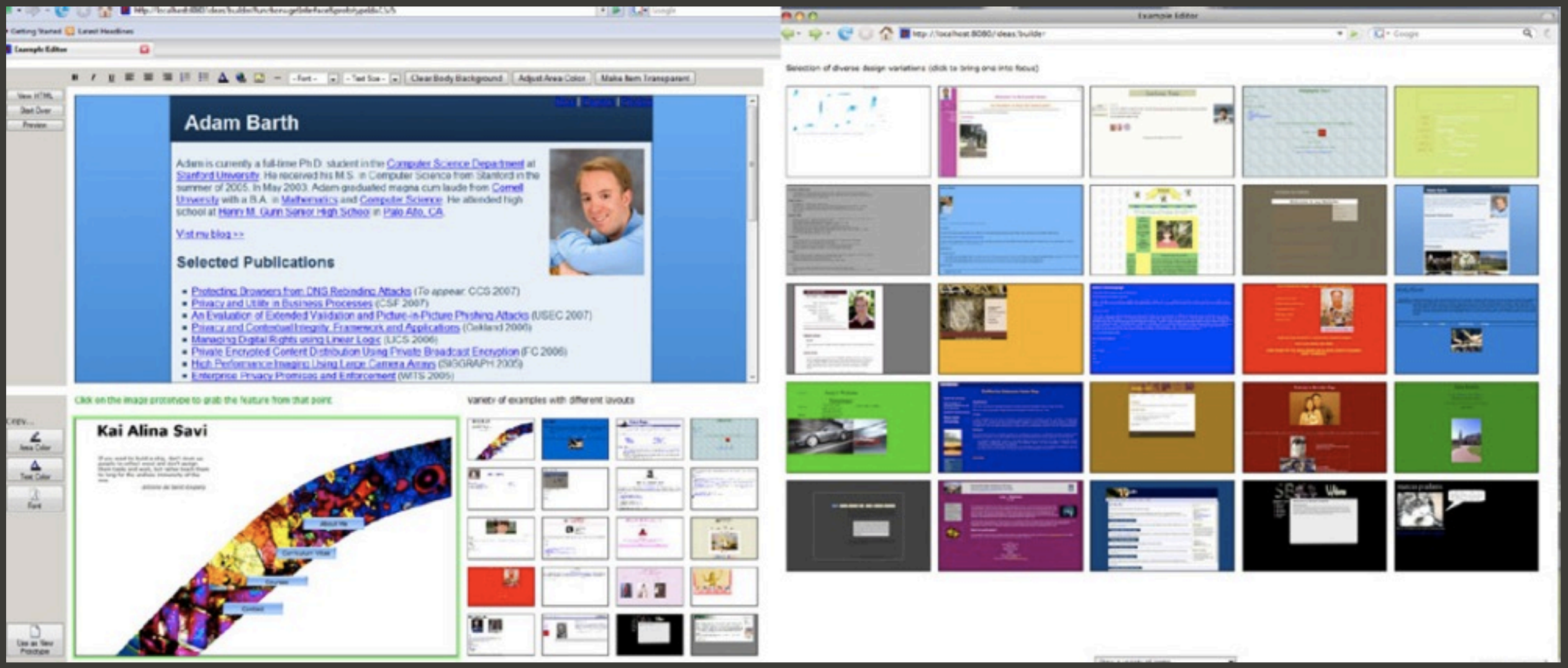
# Experts and clients rated “Share Multiple” ads better




F(2,2519)=5.075, p<0.05).

# Why does sharing multiple designs lead to better results?

# Viewing examples improves designs




Lee, Srivastava, Kumar, Brafman, and Klemmer, CHI 2010

# Measuring transformation by rating ad similarity

How similar are these advertisments?

not similar 1 2 3 4 5 6 7 very similar

# Share Multiple designs transformed the most

share **multiple**

t(3358)=2.077, p<.05

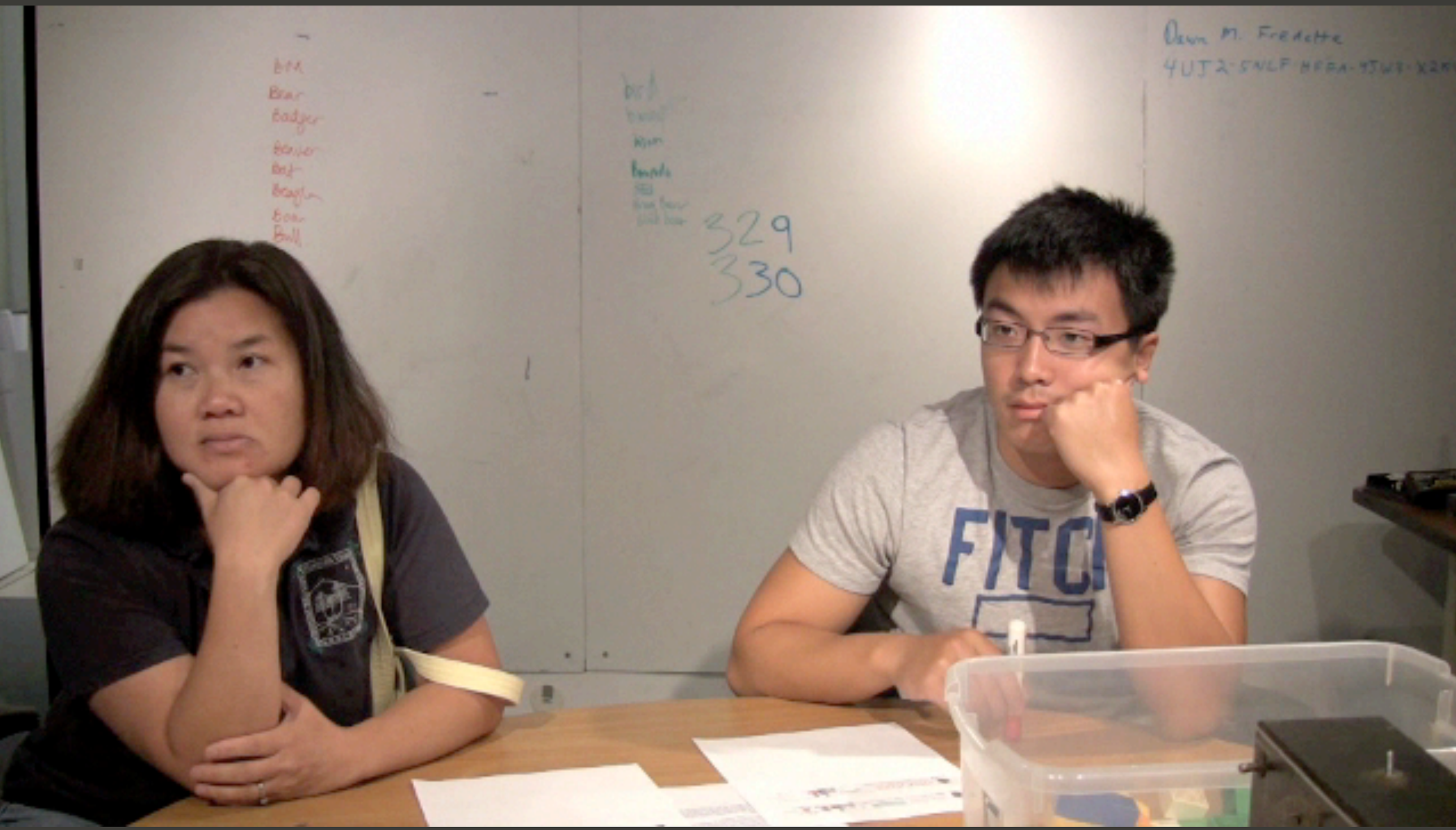
share **best**

t(1958)=11.66, p<.05

share **one**

# Sticking with my first idea

SHARE BEST or
SHARE ONE groups




"I'm like, 'I'm the host, completely transformed ads
Explaining to them what we came to the table with."

# Taking the best of both

SHARE MULTIPLE

"We both like dogs, but I like mine because it's a puppy, and I like different places..."

"I like dogs, and I

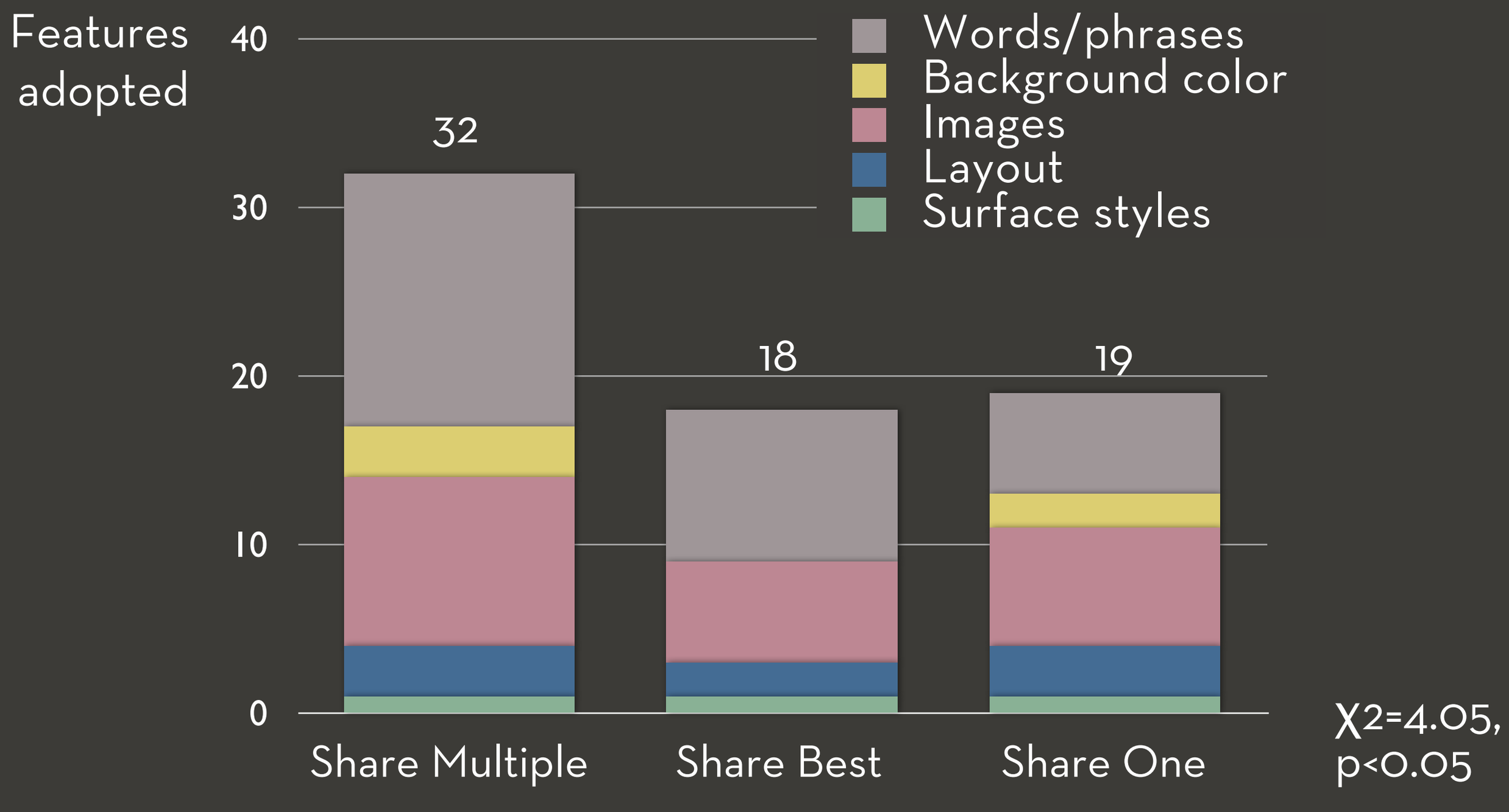
# Measuring feature adoption

Partner A




Partner B

# Share Multiple partners adopted more features



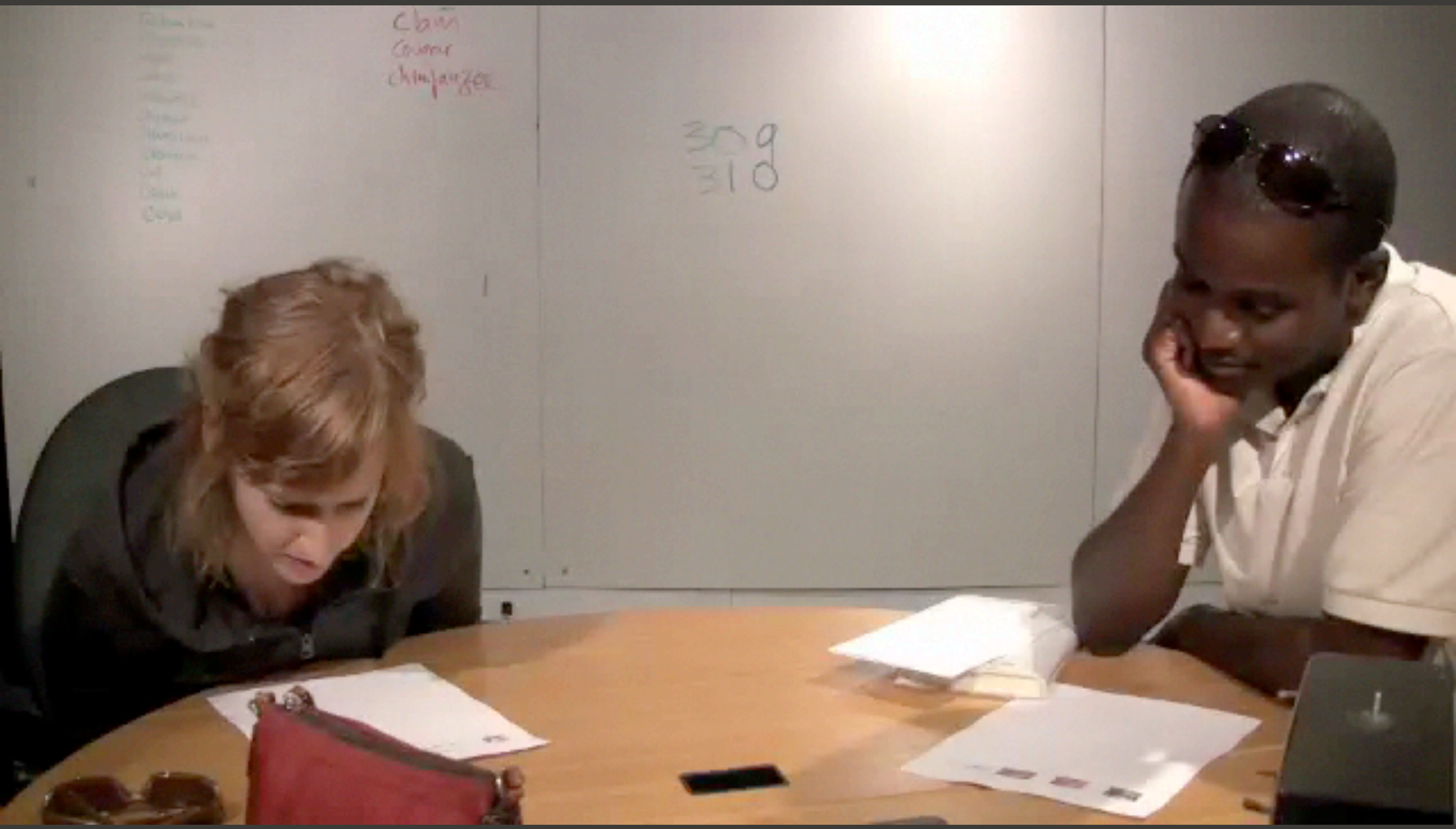
# Critiquing multiple designs

SHARE MULTIPLE

"Really, I'm just going to say it's a good color, just like the background color, it will be more powerful."

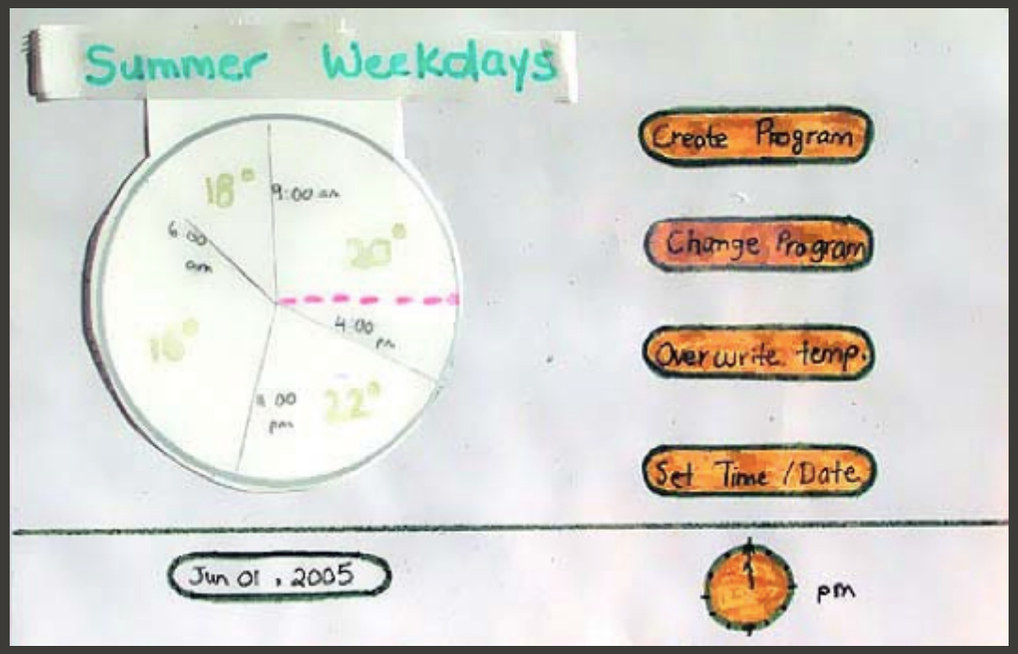
# Critiquing one design

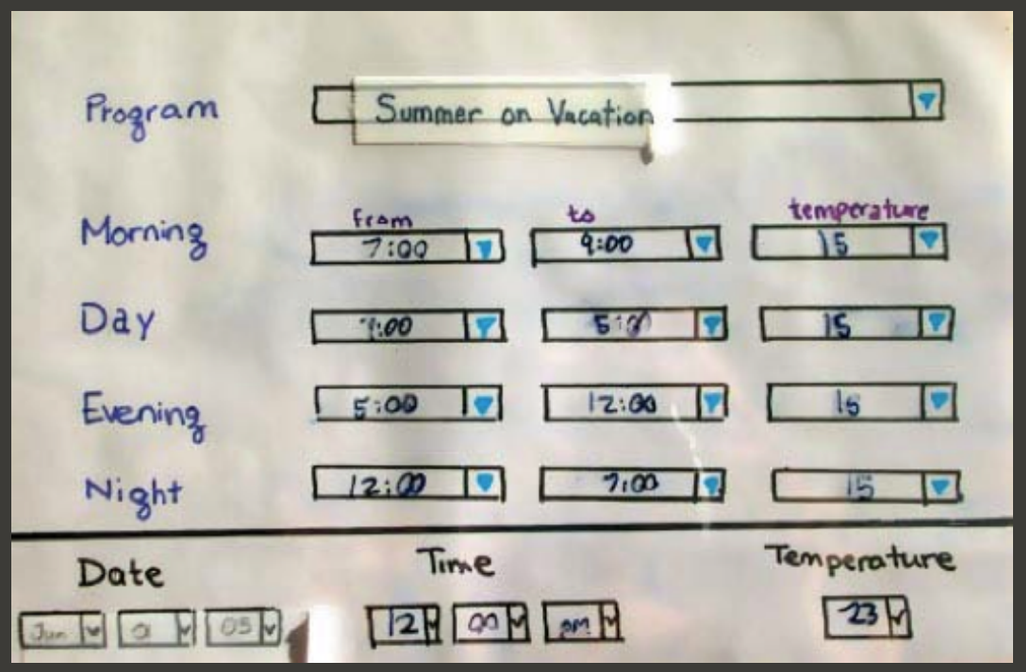
SHARE ONE

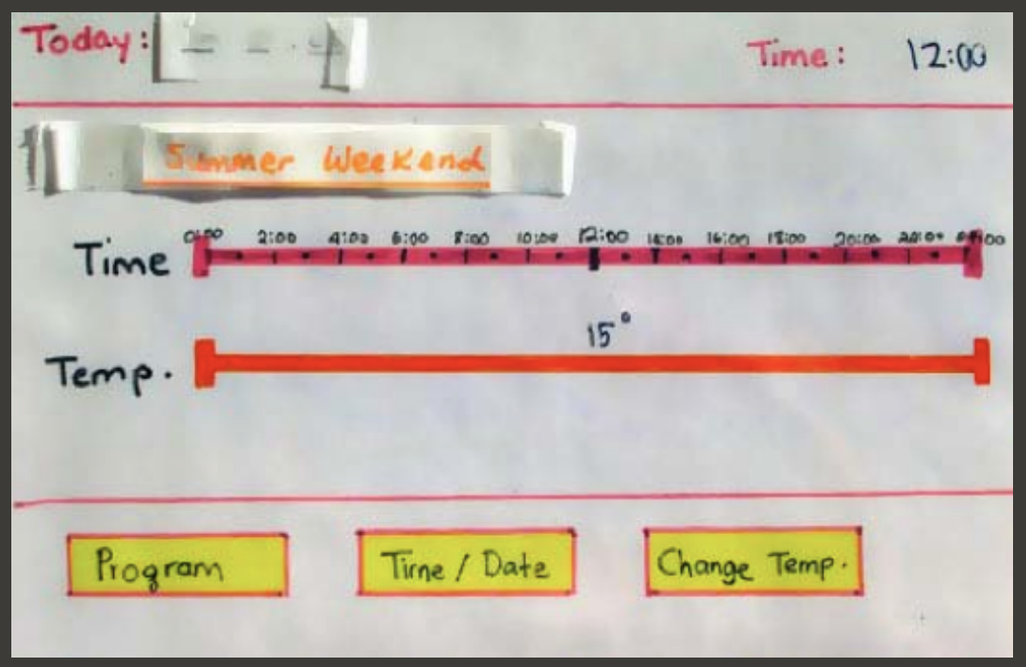


"[illegible] if we move this picture over I didn't know what I was doing. So I had some problems."

# Alternatives facilitate user feedback



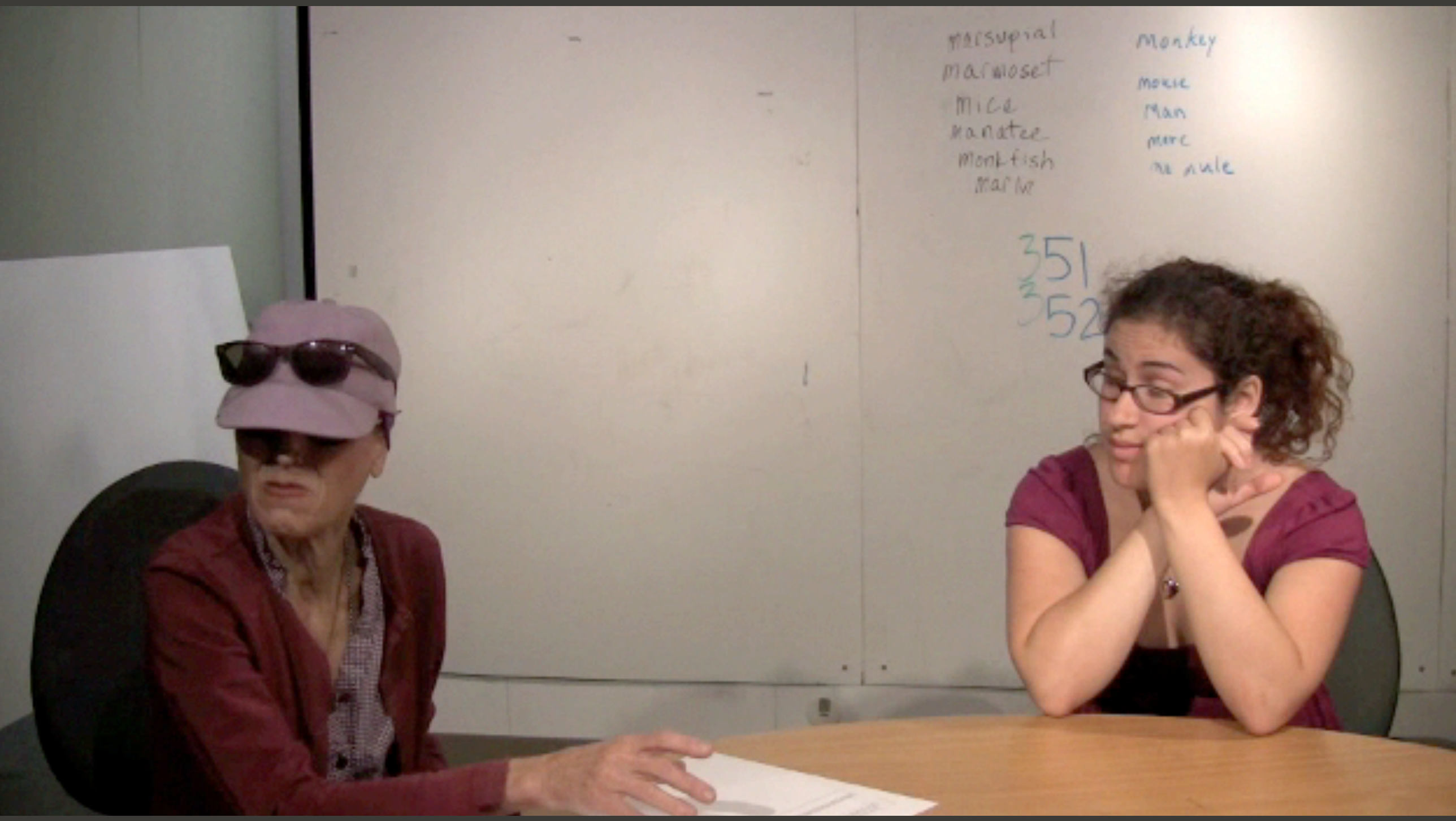




Tohidi, Buxton, Baecker, Sellen, CHI 2006

# The danger of critiquing one idea...

SHARE BEST

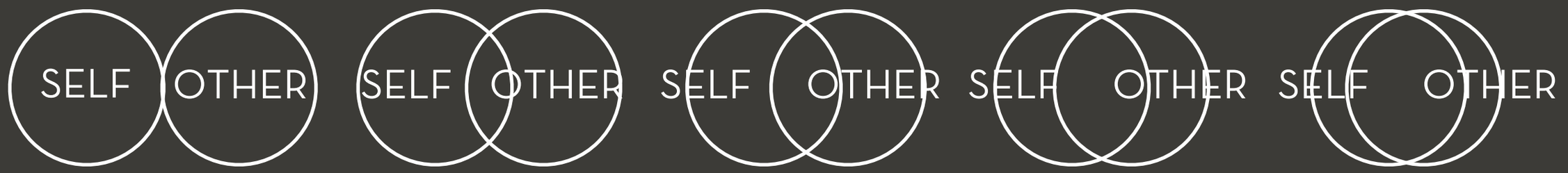



"She didn't make me feel terrible about what I had produced..."

"She didn't make me feel like a total failure."

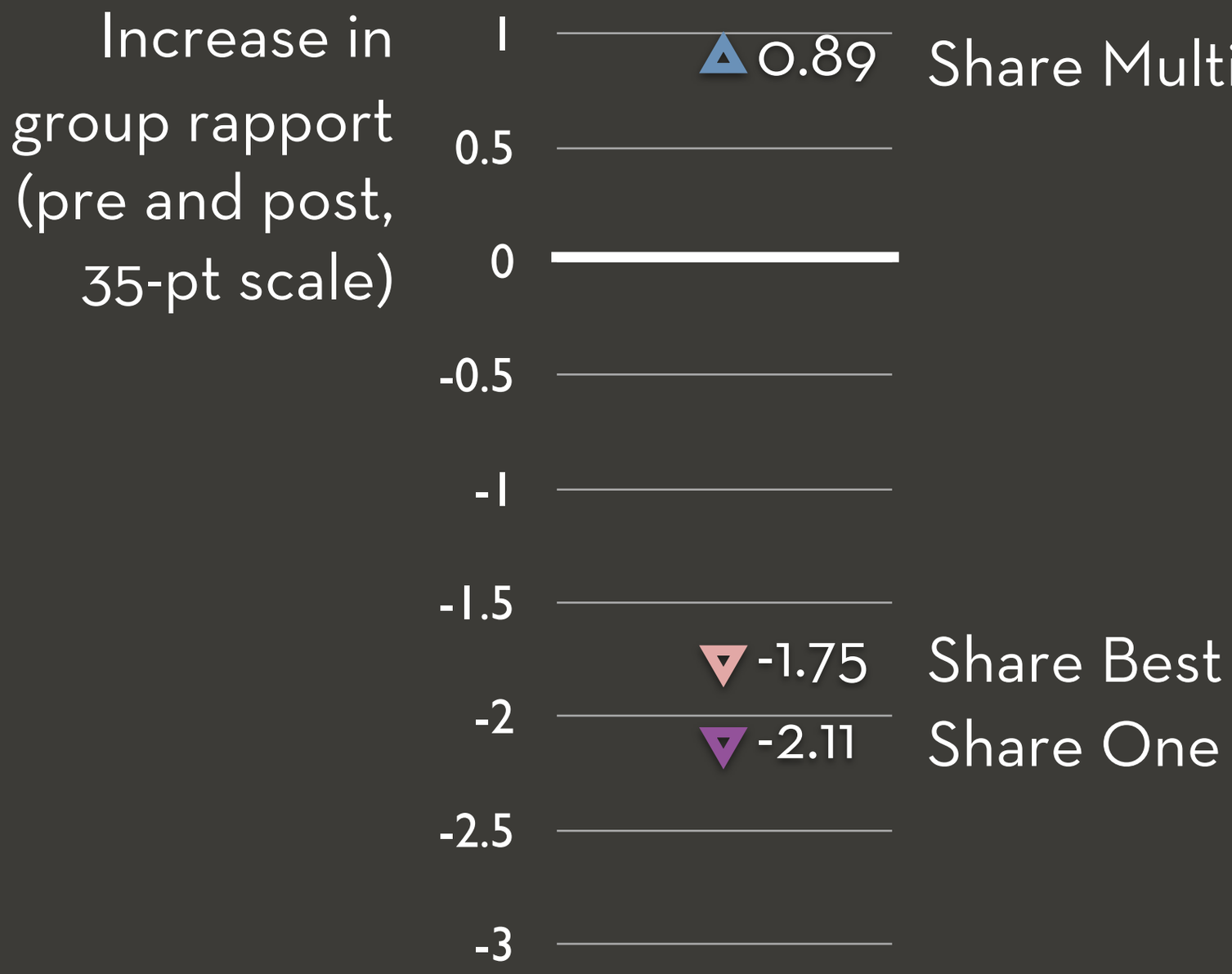
# Group rapport measure

- What overall **impression** did your peer make?
- How **satisfied** are you with the peer interaction?
- How much do you **trust** your peer?
- Do you have a foundation for **future interactions** with your peer?
- Which picture best describes your **relationship** with your peer:




Curhan, *et al.*, 2006; Aron, *et al.*, 1992

# Group rapport rose for partners who shared multiple




$F(2,83)=4.147$, $p<0.05$

# Benefits of sharing multiple

- Better comparison
- More individual exploration
- More feature sharing
- Increase in group rapport
- More conversational turns

# Future work

- How can we encourage groups to meaningfully explore alternatives?

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- How can parallel prototyping help people develop expertise in design?
- How do prototyping dynamics affect online creative collaboration?

# hci.stanford.edu/prototyping

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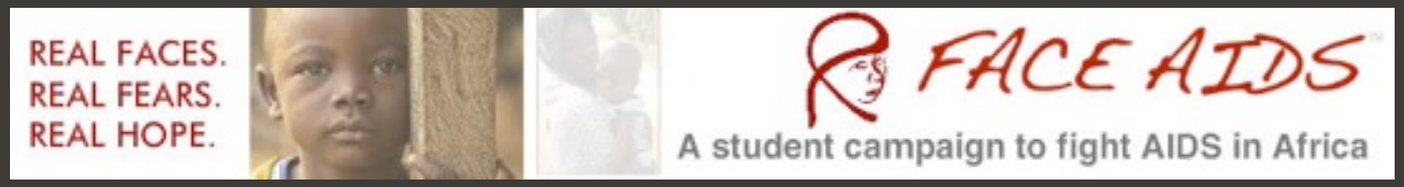

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