Paper prototyping (~40 minutes)
- Design walk-up ordering system
- Task
  - Order a hamburger and soda
  - Pay using a debit card
- “Condensed” Internal walk through
  - Usability questions?

Testing (8:50 - 15 minutes)
- User
  - One team member swapped with another group
- Facilitator/scribe
  - Guides user through exercise and tracks usability issues or answers to usability questions
- Computer
  - Performs interaction tasks

Submit (9:05 - 10 minutes)
- Your paper prototype
- Results summary, learn anything from testing your interface?