

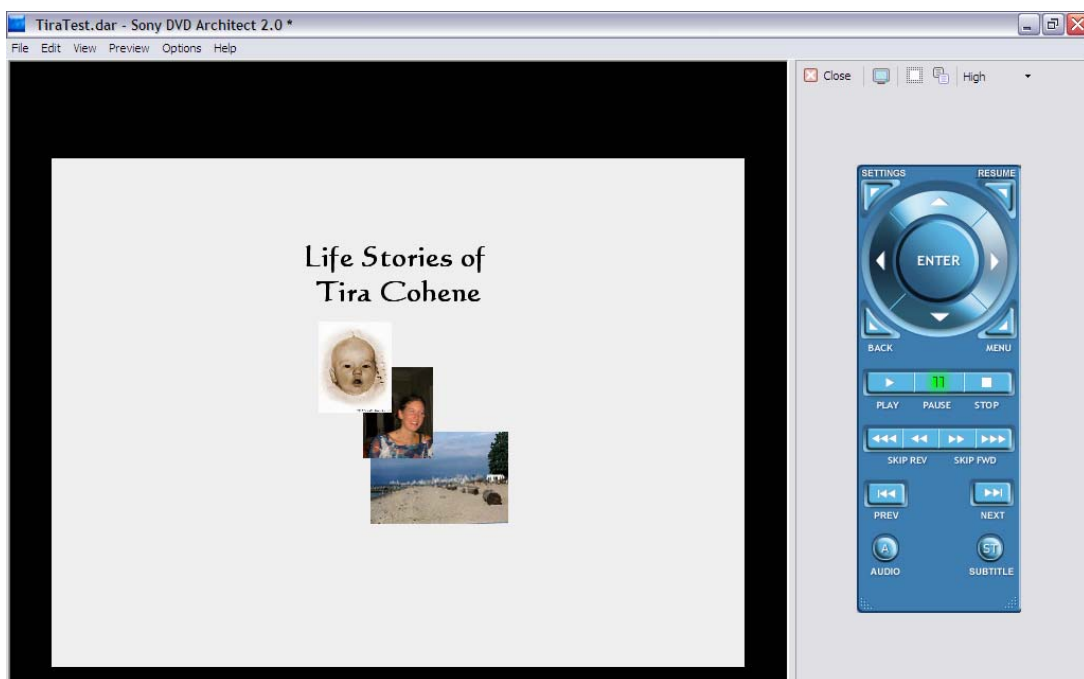
## Figures of the DVD Prototype

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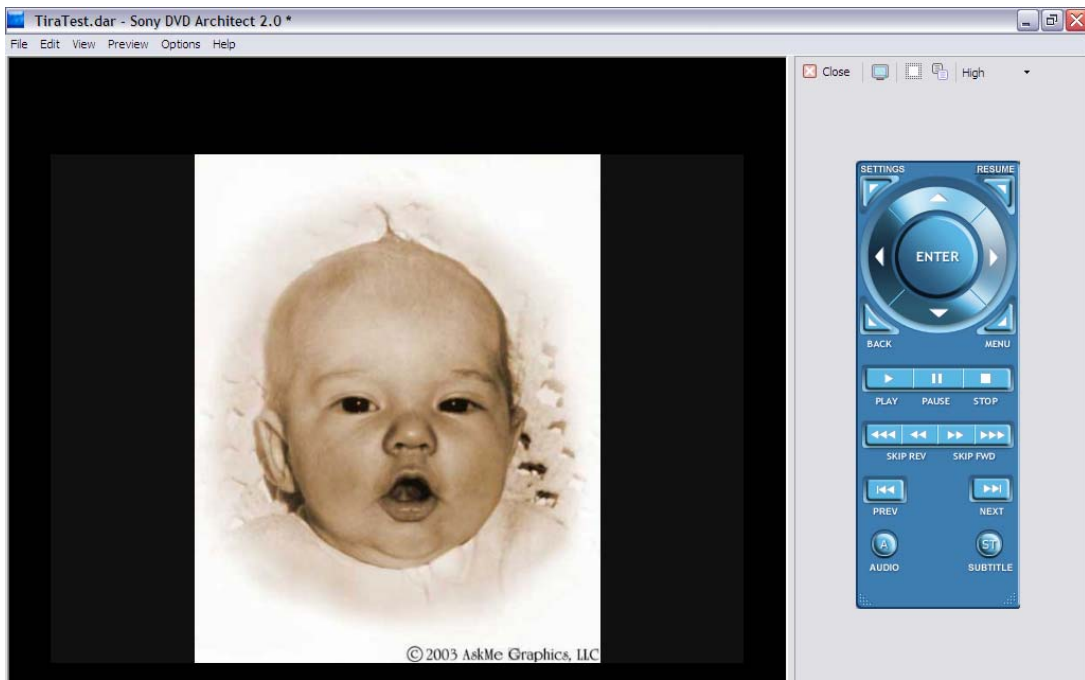
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We wanted to demo our prototype to colleagues in order to elicit feedback. A challenge in presenting our prototype was to maintain the anonymity of our participant. Therefore, we created a specific demo to present the life story of one of our researchers, instead of the participant. The life stories begin with an introduction sequence. A welcoming message is shown and the narrator states “Hi Tira, we’d like to tell you the stories of your life. We hope that you enjoy the show!”



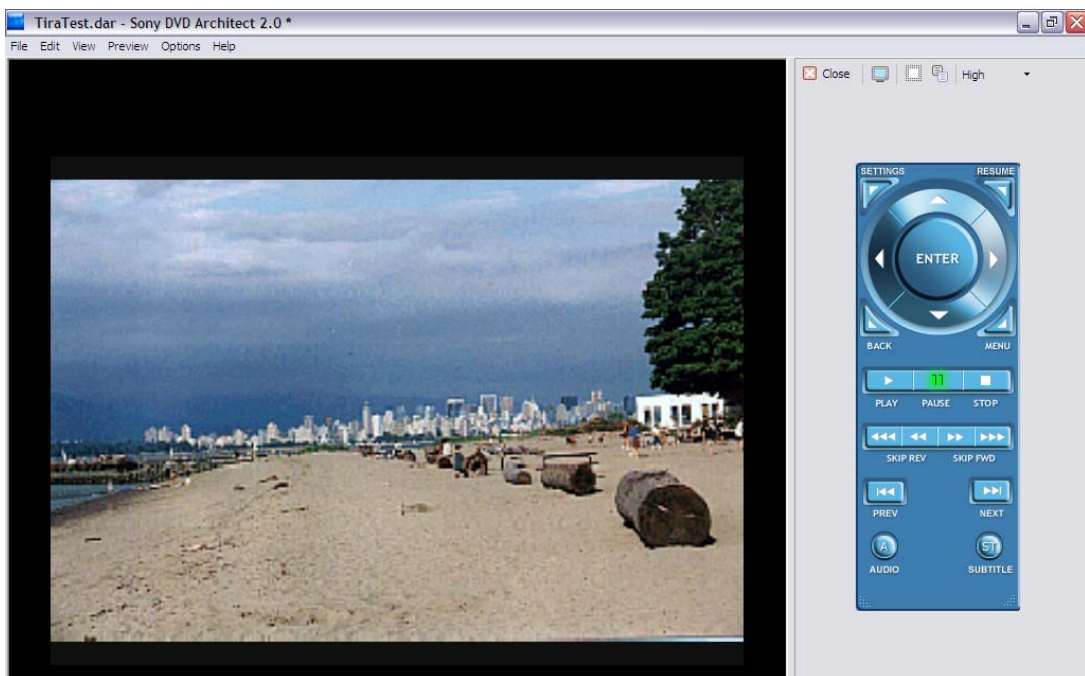
**Figure 1: The Opening Clip for the DVD Prototype**

The first video clip is automatically played after the introduction. In this prototype, we begin with a story from the time that Tira was born.

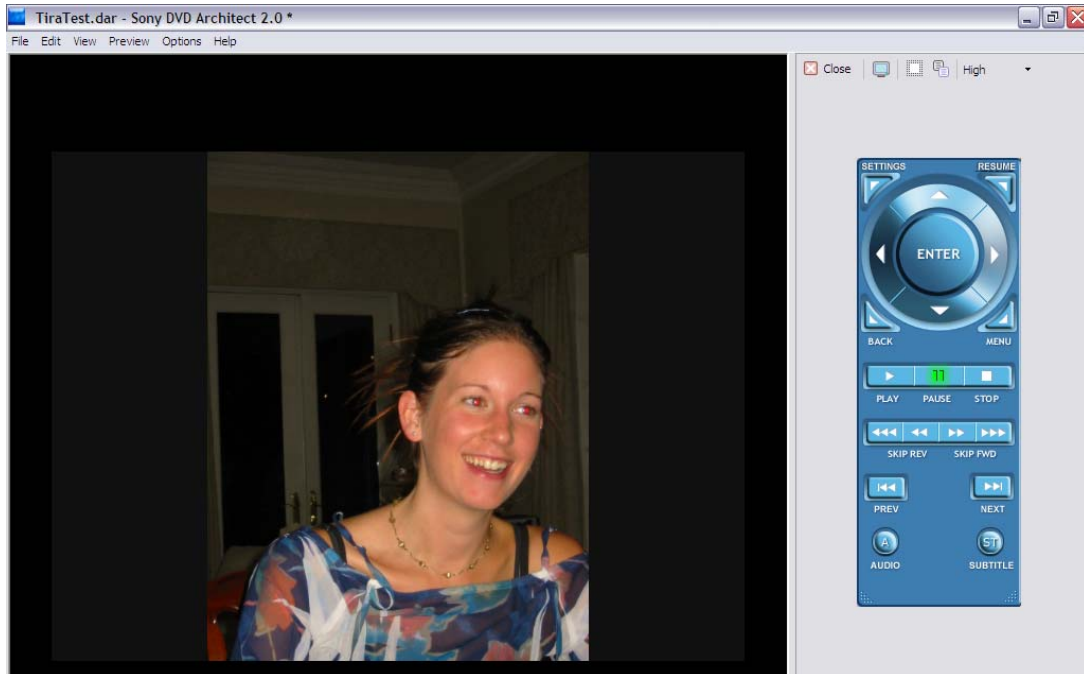


**Figure 2: The First Clip Accompanied by Audio Narration**

After the first story clip is played, an audio instruction comes on saying, “Tira, if you’d like to hear more stories from your childhood, press the button. Otherwise, we’ll continue on with different stories”. The button refers to the ‘Enter’ button on the remote control to the right of the screen. If the button is pressed, another story from Tira’s childhood is played (figure 3). Otherwise, the life stories continue with events from Tira’s youth (figure 4).



**Figure 3: A Story from Childhood – Spending Time at the Beach**



**Figure 4: A Clip from Youth**

As mentioned, we created a specific demo to present the life story of one of our researchers, instead of the life story of the participant. By shifting the context of the project we risked eliciting less useful feedback. However, we found that the reactions valuably informed the next iteration of our design. For example, we discussed the potential for creating input methods other than single button input devices. We discussed the merits of having more than one buttons or input method. Although two forms of input would greatly enhance the potential for interaction, we decided not to introduce this form of complexity. As discussed in section x on our Contextual Exploration process, when we asked our participant to select her favorite photograph from a set of two, she was unable to respond.

Alternative input methods could draw on metaphors such as a television with channels for stories, a memory box, a collection for memorabilia, a personal journal, and a photo album. To test the concept of using a metaphor for an input method, we decided to implement a prototype with an input method of a photo album.