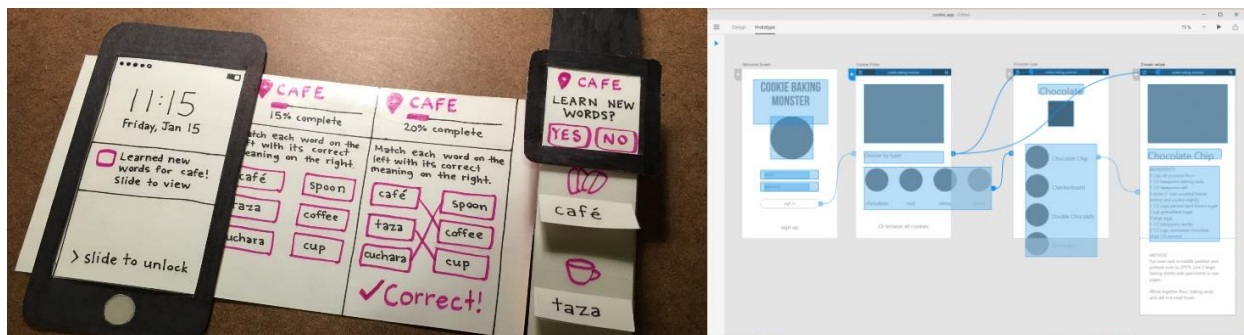


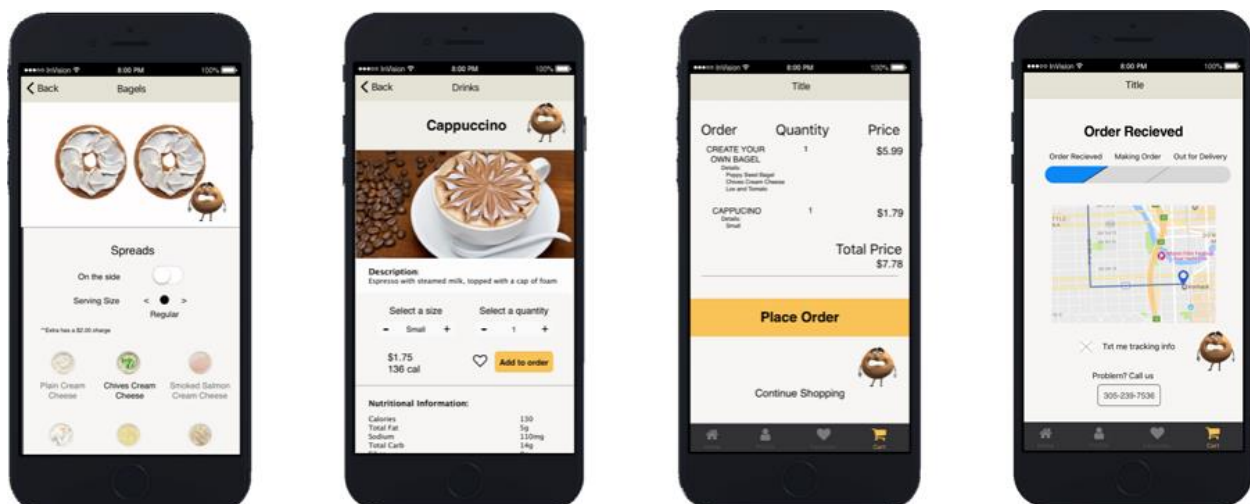
Prototyping is the process of creating a visual and tangible presentation that acts as a sample of what the final product would look like and is used to test its features. Prototypes differ on the media that is used varying from the use of paper to digital programs.

Low-fidelity prototypes are simple prototypes that manage to give the essential parts of a product such as its appearance, content, features, and interactivity. It is generally very easy to create and uses common and inexpensive materials such as paper. High-fidelity prototypes on the other hand are outputs that are the most similar to the final product. It is often done if the team is familiar enough with the product to be made including its features, appearance, and how it functions. They can be described as realistic and highly detailed in terms of both appearance and interactivity.

Examples of low-fidelity prototypes are paper prototypes and clickable wireframes.



Examples of high-fidelity prototypes are digital prototypes and coded prototypes.



The importance of prototyping is to provide a tangible and interactive model to be used by both the developers, to identify its features and what could be improved on, and the clients, to be able to see if the product will be satisfactory or is what they were expecting to be.

Prototyping also helps guide the developers as to what feature or content should be prioritized or be included next.