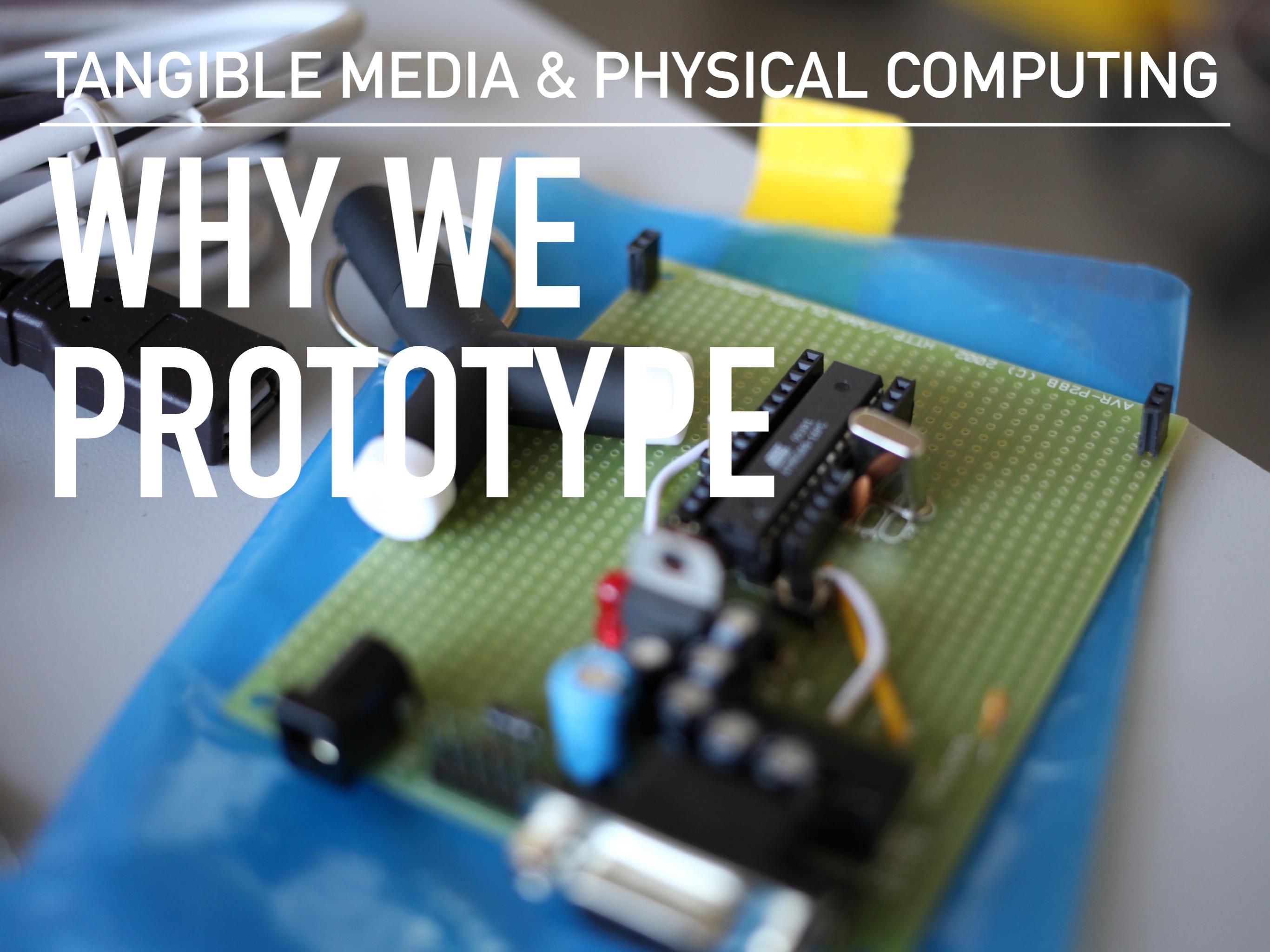


TANGIBLE MEDIA & PHYSICAL COMPUTING

WHY WE PROTOTYPE



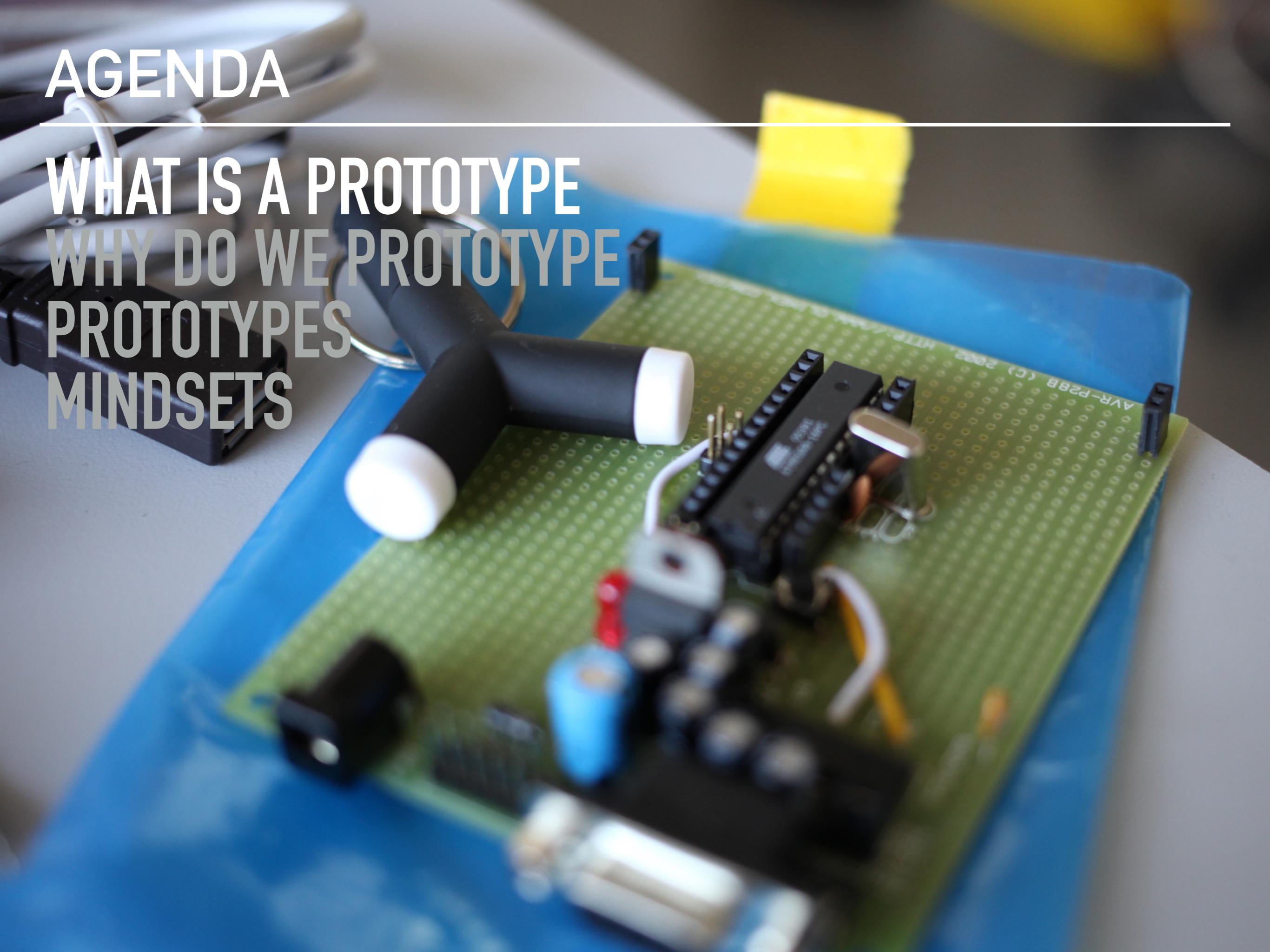
AGENDA

WHAT IS A PROTOTYPE

WHY DO WE PROTOTYPE

PROTOTYPES

MINDSETS



WHAT IS A PROTOTYPE

A PROTOTYPE IS “A” FIRST OR PRELIMINARY MODEL OF SOMETHING, A MACHINE, FROM WHICH OTHER FORMS ARE DEVELOPED OR COPIED.

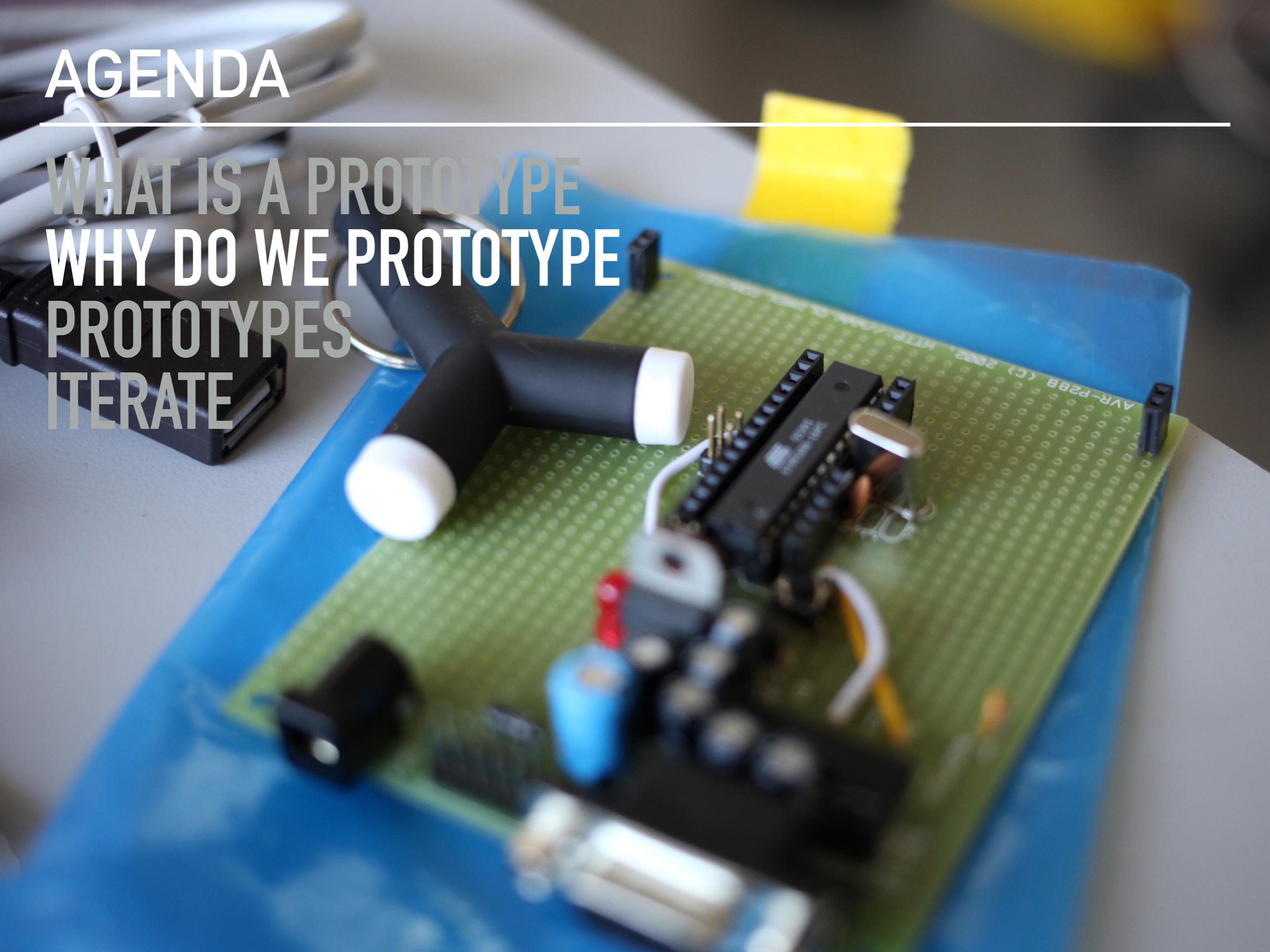
AGENDA

WHAT IS A PROTOTYPE

WHY DO WE PROTOTYPE

PROTOTYPES

ITERATE



WHY DO WE PROTOTYPE

?

WHY DO WE PROTOTYPE

TO UNDERSTAND

WHY DO WE PROTOTYPE

TO IMPROVE

WHY DO WE PROTOTYPE

TO COMMUNICATE

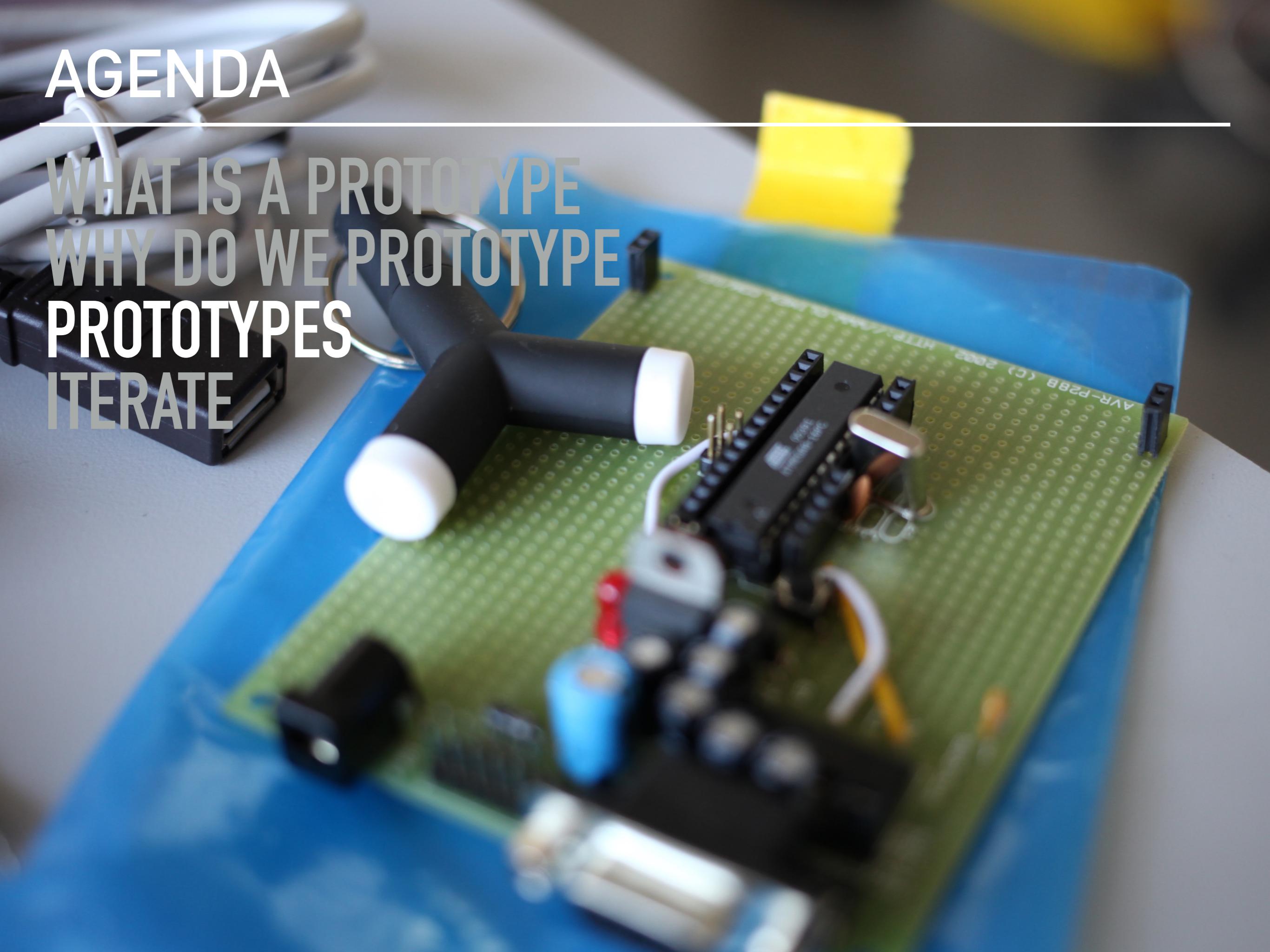
WHY DO WE PROTOTYPE

TO ADVOCATE

WHY DO WE PROTOTYPE

AGENDA

WHAT IS A PROTOTYPE
WHY DO WE PROTOTYPE
PROTOTYPES
ITERATE



PROTOTYPES

GOALS

PROTOTYPES

FIDELITY LEVELS

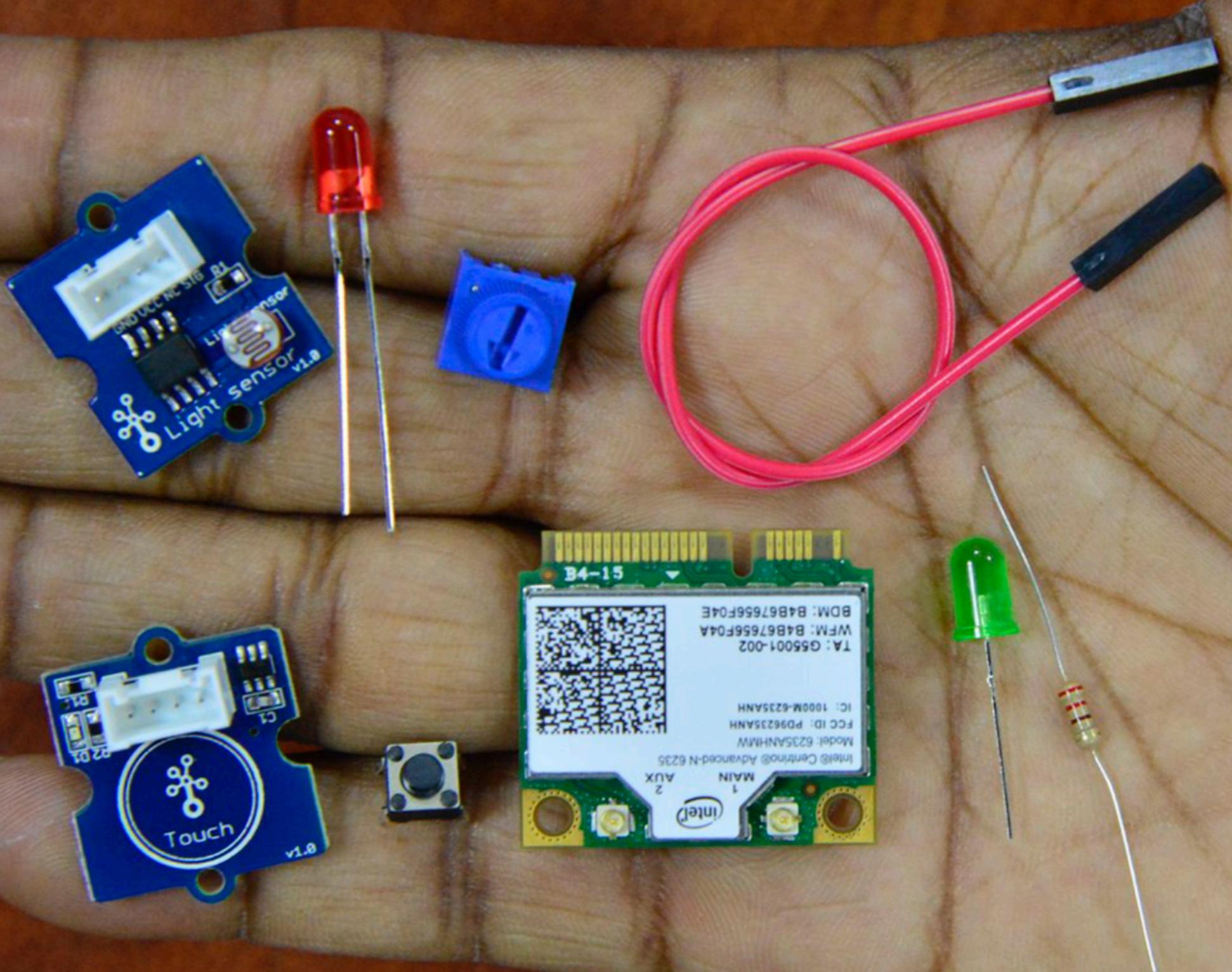
PROTOTYPES

LOW FIDELITY

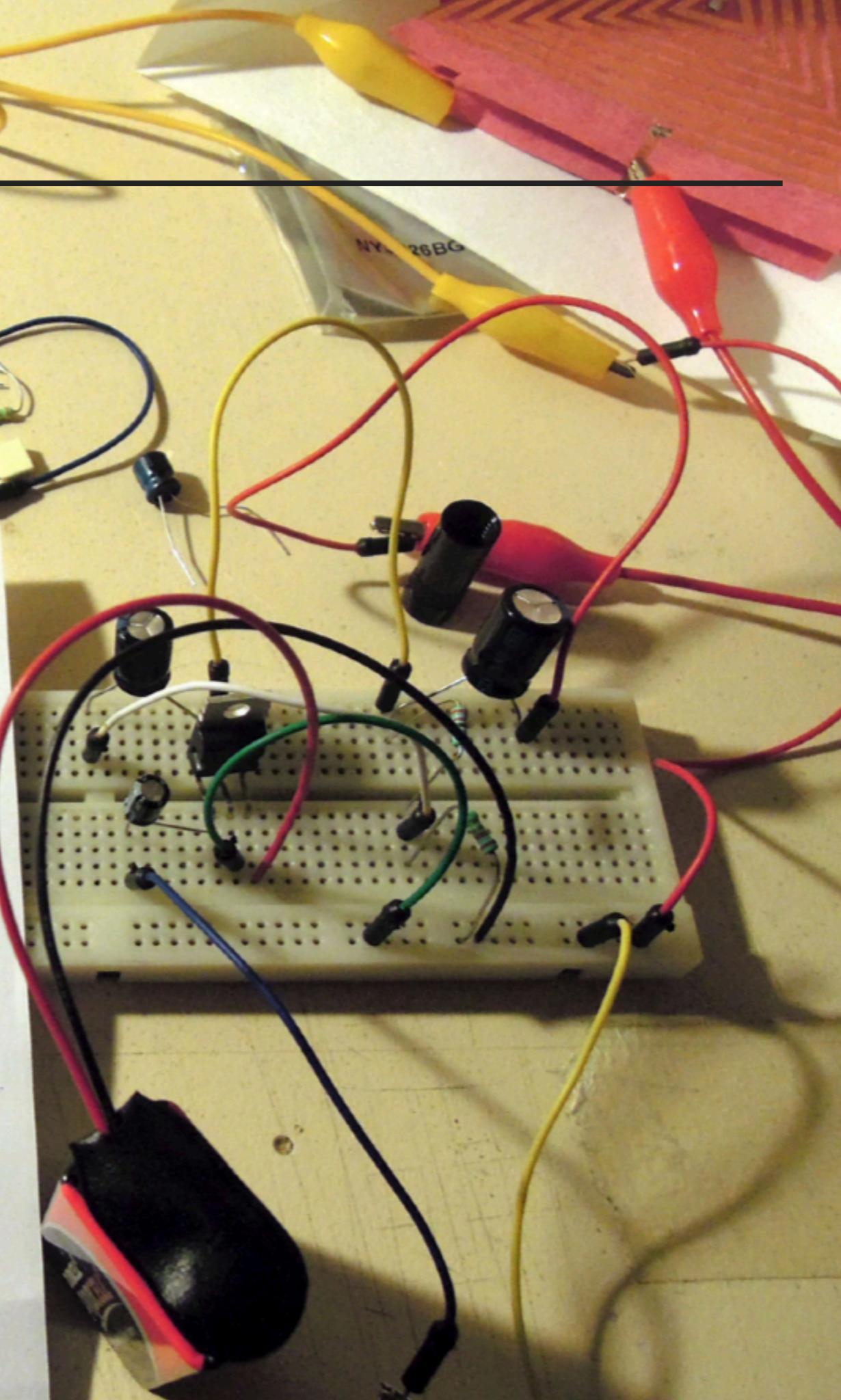
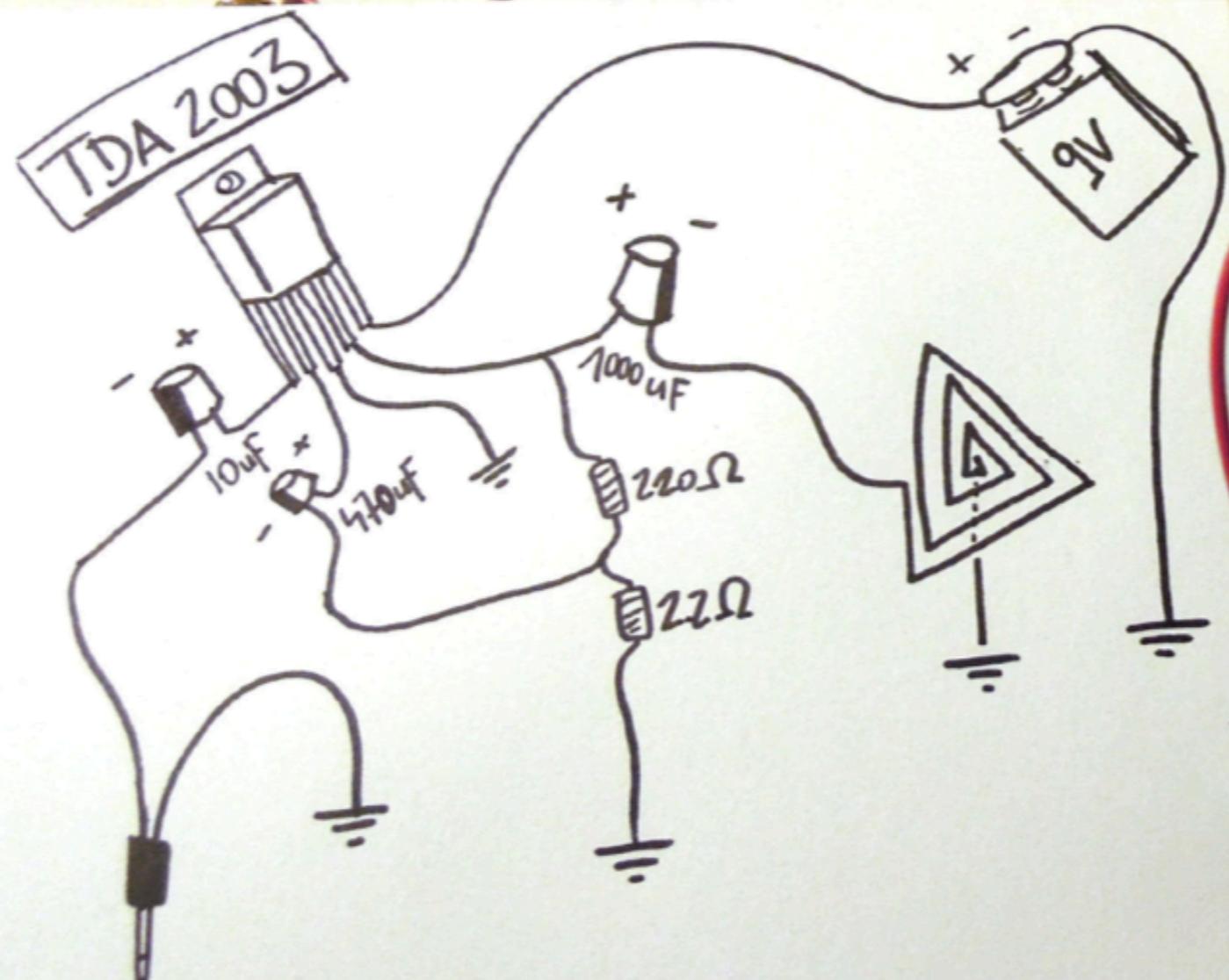
PROTOTYPES



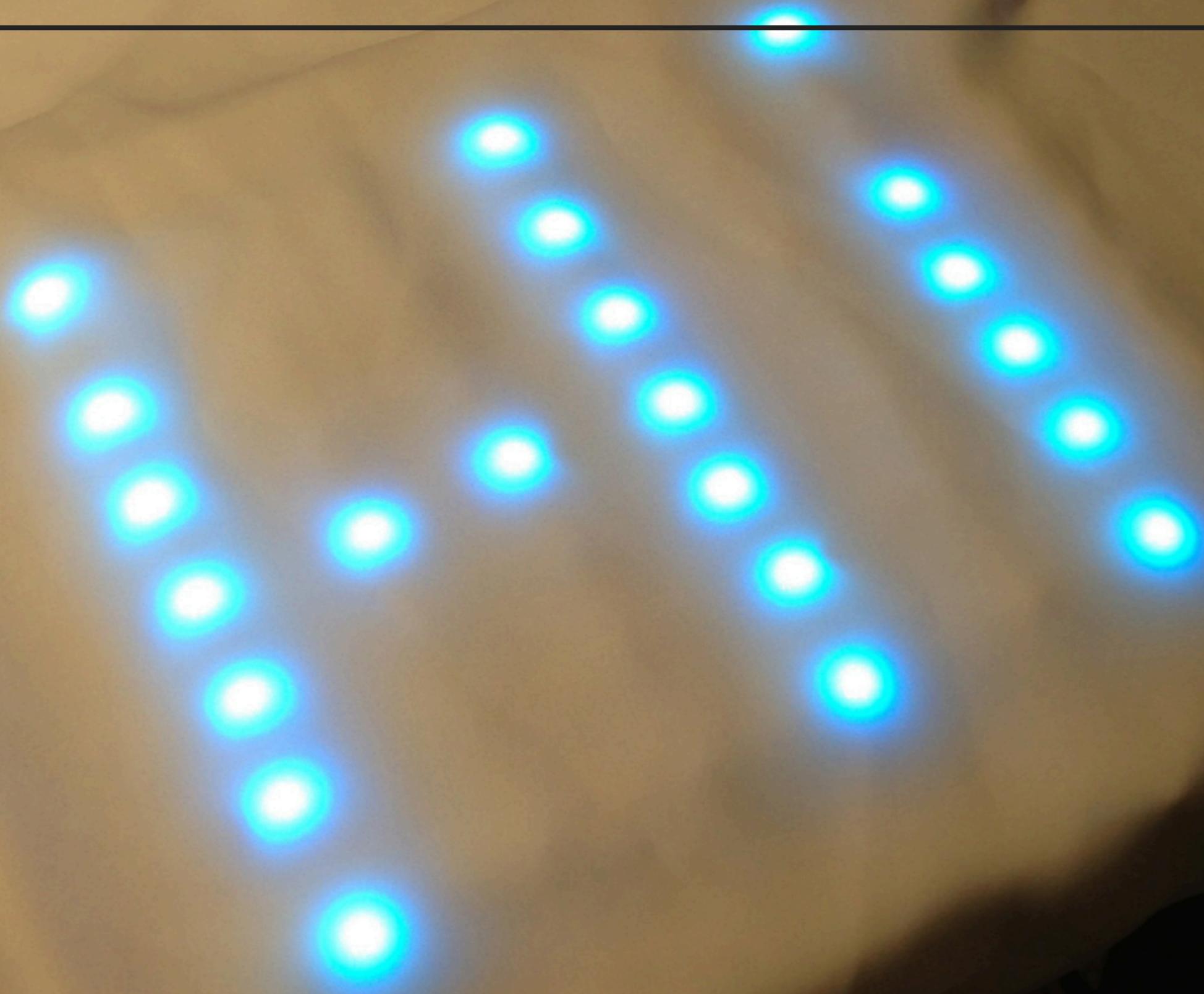
PROTOTYPES



PROTOTYPES



PROTOTYPES



```
int /*set up some variables*/ = set

void setup () {
    //set up some stuff
    variable = 23
}

void loop () {
    //the good stuff
    if (something)
    {
        do this to variable
    }
    else if (something else)
    {
        do this instead to variable
    }
    else ()
```

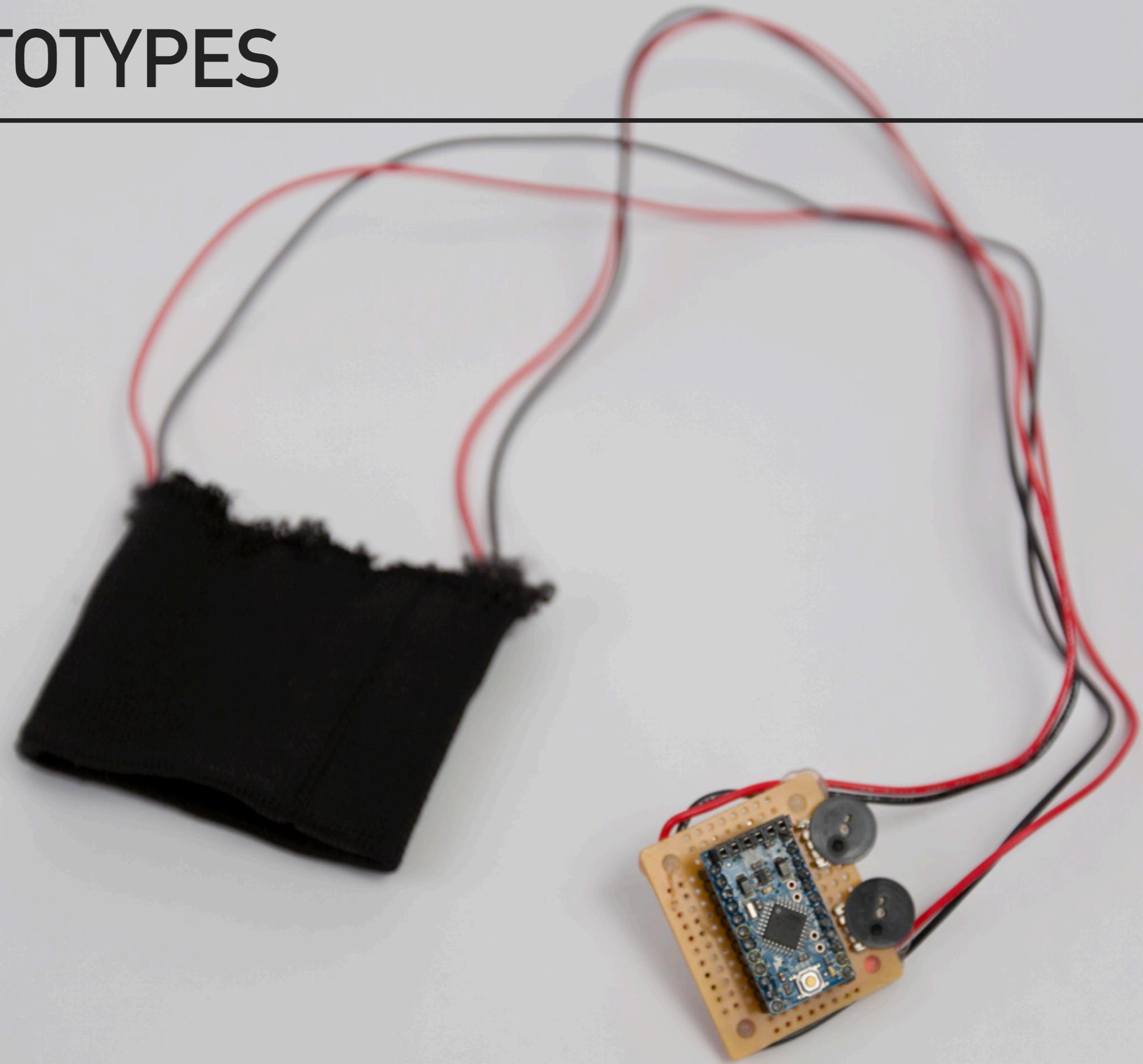
PROTOTYPES

MID FIDELITY

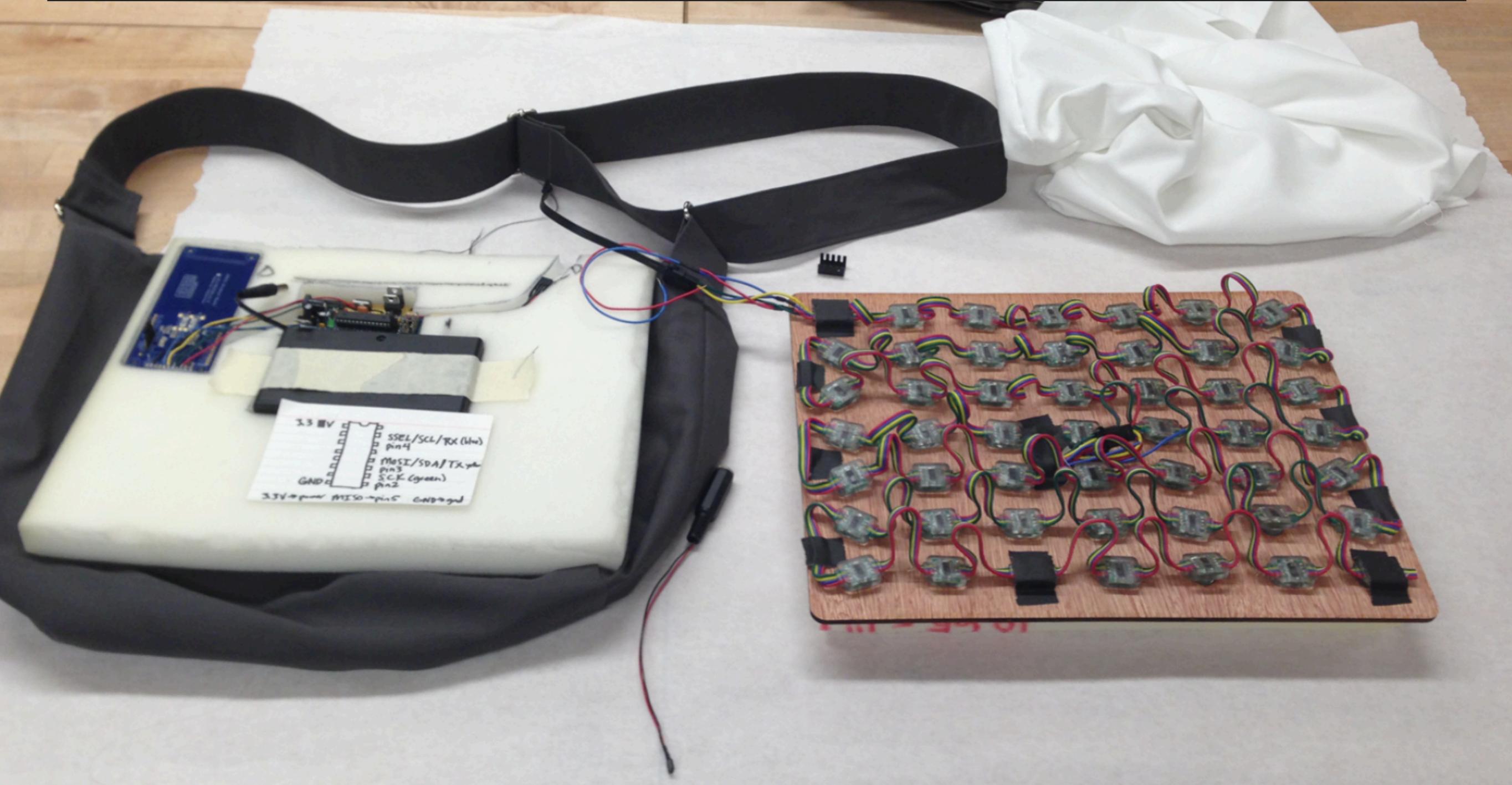
PROTOTYPES



PROTOTYPES



PROTOTYPES



PROTOTYPES

HIGH FIDELITY

PROTOTYPES



PROTOTYPES



PROTOTYPES



PROTOTYPES



PROTOTYPES

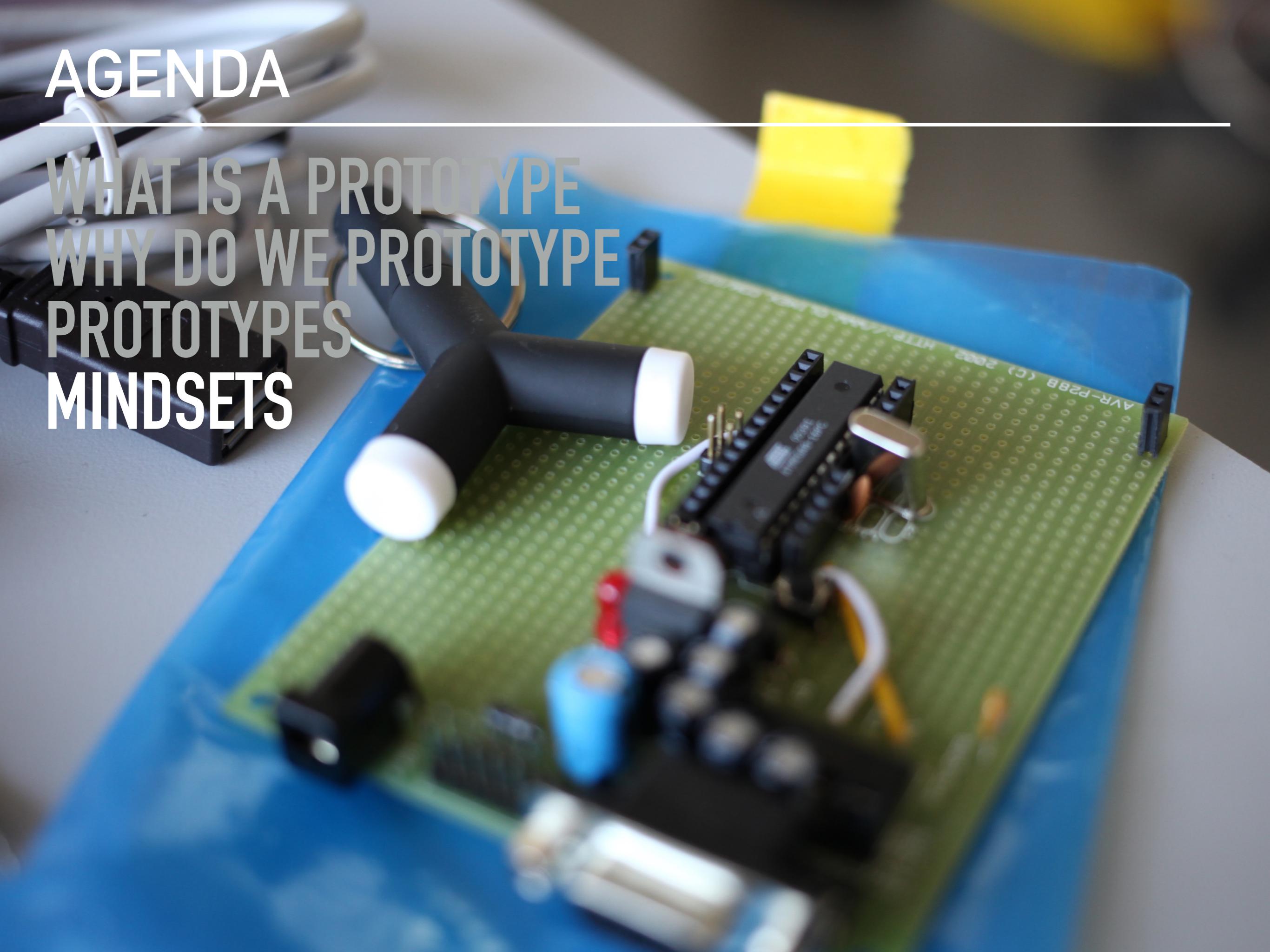
MATERIALS & TACTILITY

PROTOTYPES



AGENDA

WHAT IS A PROTOTYPE
WHY DO WE PROTOTYPE
PROTOTYPES
MINDSETS



MINDSETS



HUMAN CENTERED DESIGN

HUMAN-CENTERED DESIGNERS ARE UNLIKE OTHER PROBLEM SOLVERS—WE TINKER AND TEST, WE FAIL EARLY AND OFTEN, AND WE SPEND A SURPRISING AMOUNT OF TIME NOT KNOWING THE ANSWER TO THE CHALLENGE AT HAND. AND YET, WE FORGE AHEAD.