G3: What is Prototyping?

Instructions:

Answer the questions.

What is Prototyping?

Prototyping is an experimental process where design teams implement ideas into tangible forms from paper to digital. The teams build up prototypes of varying degrees of fidelity to picture the design concepts and solutions of the product. Prototyping has two kinds of fidelity, the low-fidelity and high-fidelity.

What is the difference between low-fidelity and high-fidelity prototypes?

Low-fidelity prototypes is a fast, cheap and disposable test for us to make an easy changes when you think of better solutions, it allow us to view the quick overall of the product without wasting too much time. High-fidelity prototypes are the prototype where you can picture the most accurate and real design of the final product, it has also a more applicable results for you to enable the predict how users will use it in the marketplace.

Give examples of low-fidelity and high-fidelity prototypes.

Low-fidelity prototype examples
1. Paper Prototypes
2. Paint edited prototypes /sketch

High-fidelity prototype examples
1. Digital prototypes created on software as Adobe XD
2. Interactive prototypes

Why is prototyping important?

"They slow us down to speed us up. By taking the time to prototype our ideas, we avoid costly mistakes such as becoming too complex too early and sticking with a weak idea for too long."

-Tim Brown, CEO & President of IDEO

Having a prototype will avoid costly mistakes when you are developing a specific product, it will improve time-to-market by minimizing the number of errors to correct before product release. It also gives you a solid foundation towards improvements and gives you a clear picture of a potential ideas that makes your product become better.

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References

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