

PROTOTYPING

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A prototype is not the final product it's the closest you can get to “trying before building.”

- ◆ **Brings ideas to life** – Instead of just explaining an idea, you can show stakeholders how it works.
- ◆ **Enables fast feedback** – You can test with users before writing a single line of code.
- ◆ **De-risks development** – Spot usability issues early and avoid costly mistakes later.

TYPES OF PROTOTYPES

1. Low- fidelity prototype; Simple clickable wireframes (great for early brainstorming).
2. High- fidelity prototype; Interactive and polished designs (close to final product).

WIREFRAMES

Wireframes are low-fidelity visualizations of a future interface created on a piece of paper or in a digital tool. The purpose of a wireframe is to help designers to understand how content and functional elements should be laid on the screen.

<https://uxplanet.org/wireframing-8-pro-tips-for-designers-ec3e5a968f6b>

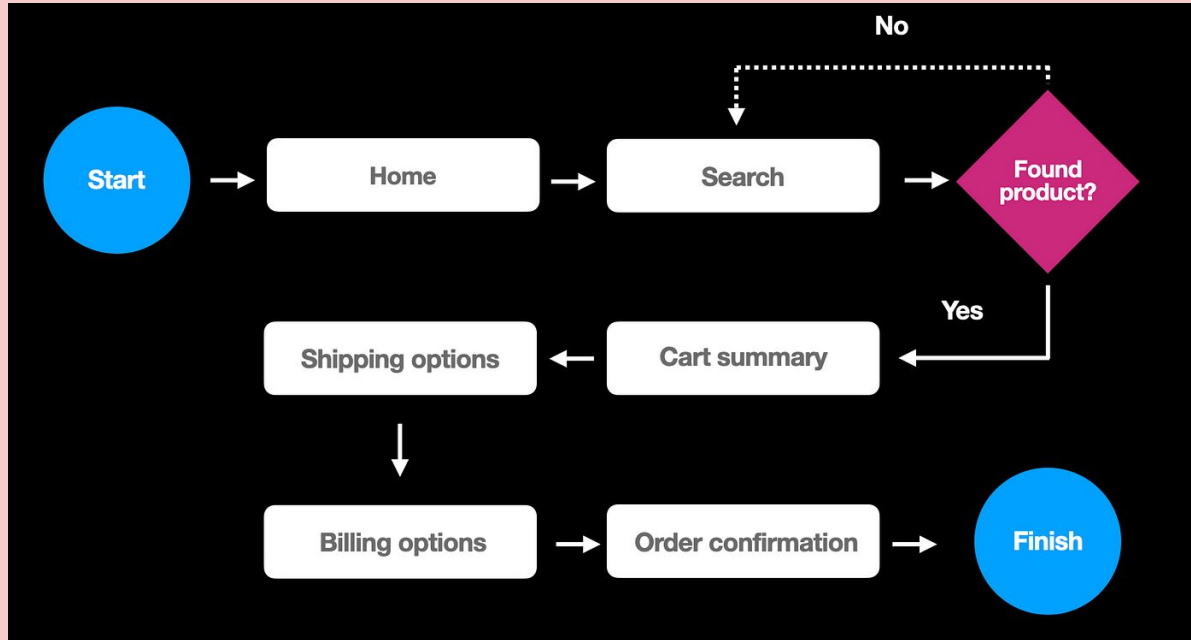
Tools:

- Figma (most popular for clickable prototypes)
- InVision
- Adobe XD

STEPS

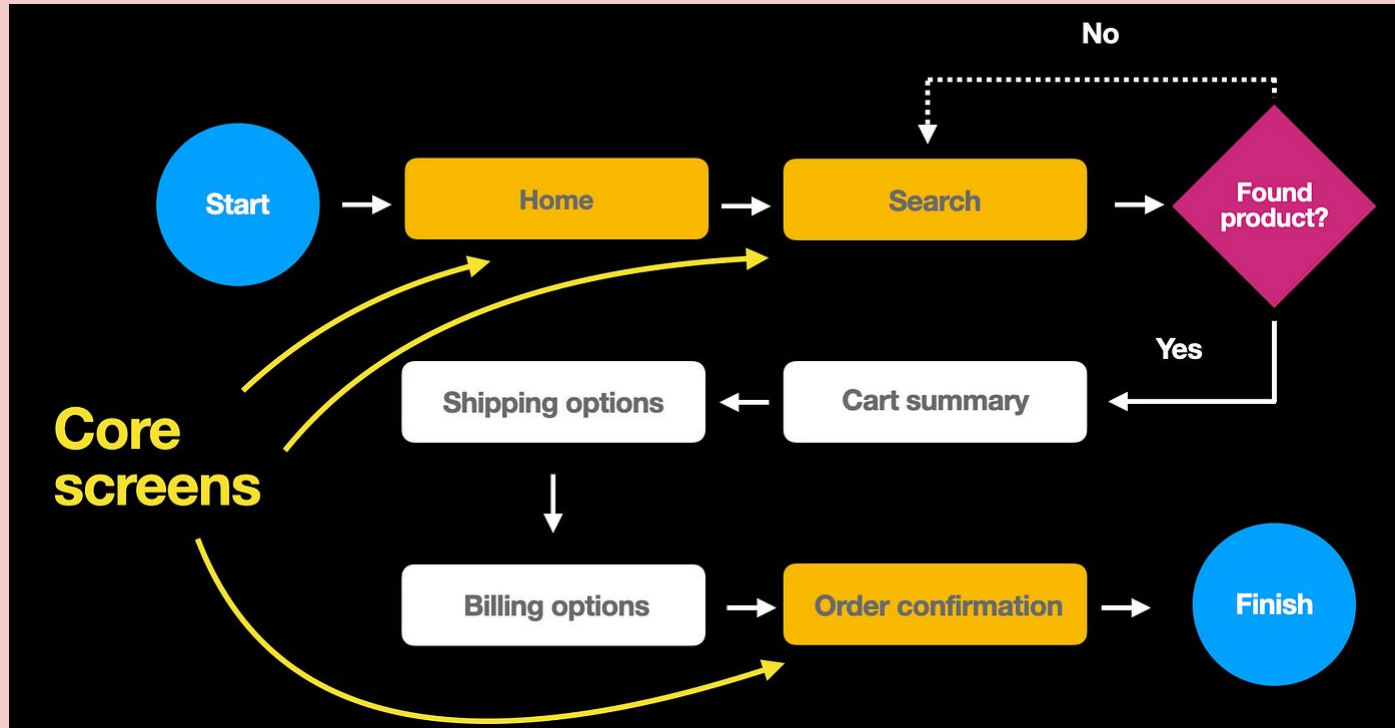
Tips that will help you make the most of wireframing.

1. Map out a target user flow before starting wireframing



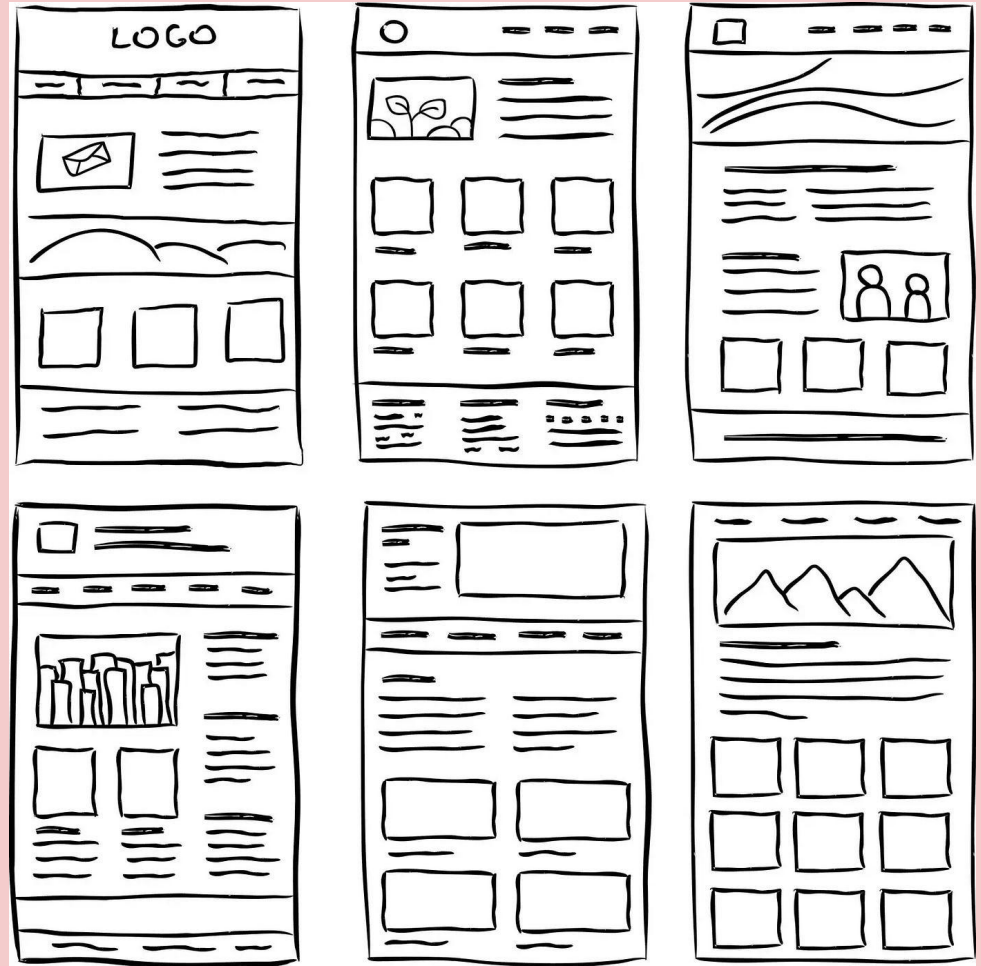
2. Create wireframes for the core screens first

Choose the screens that are the most important for the user flow. It will make it easier to iterate your design.

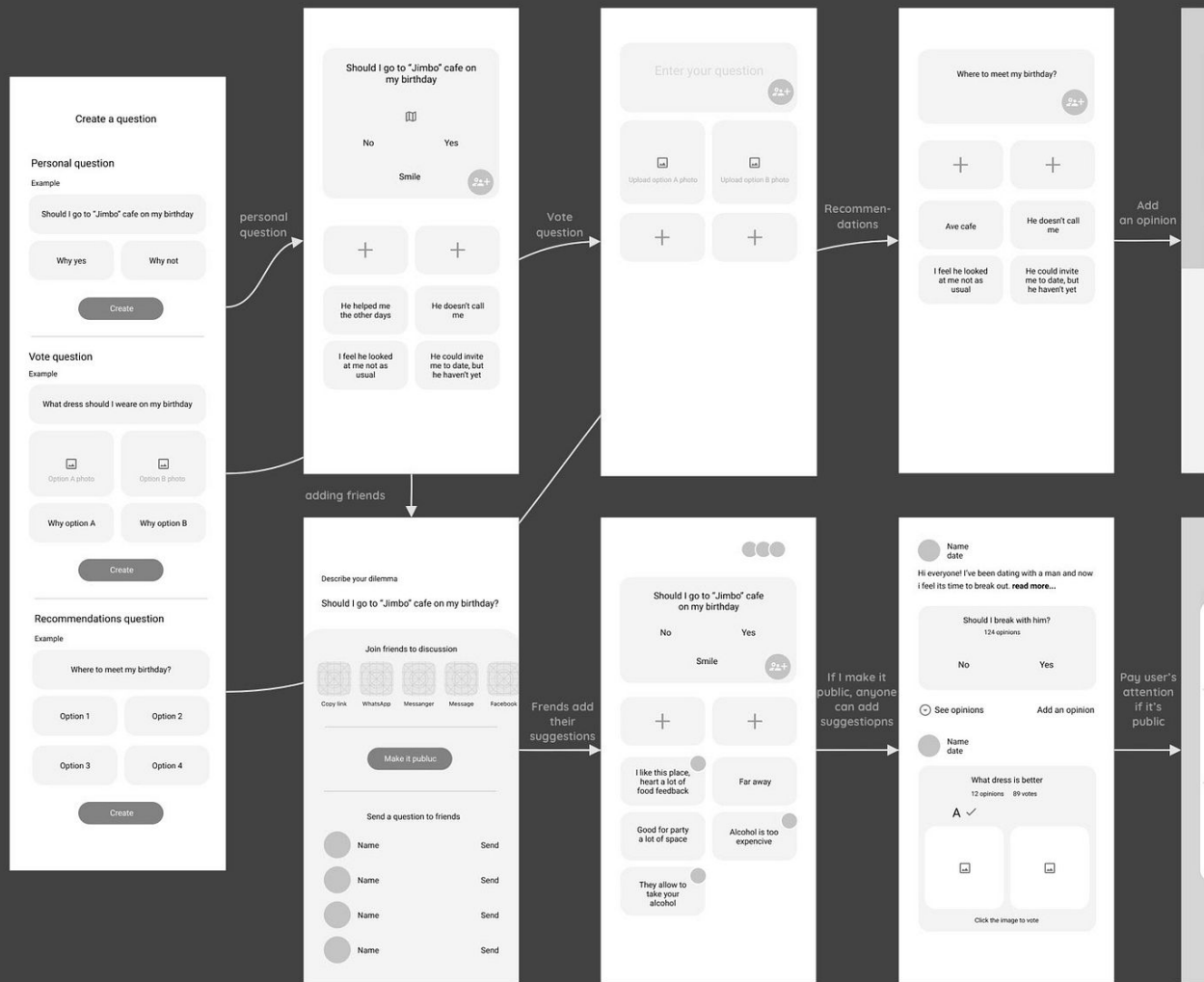


3. Choose the right level of fidelity

Fidelity is a level of realism that your visual assets have. Wireframes are typically created in low and medium fidelity. Low-fidelity wireframes contain bare minimum design details.



while medium-fidelity wireframes look more like mockups.



4. Try to avoid dummy text in mid-fidelity wireframes

