

We are going to study different types of prototyping methods used by Google.

### **Rapid Prototyping 1 of 3: Sketching & Paper Prototyping**

The first video is about sketching an idea to paper before sending it to the digital sketching.

Using sketching and paper prototyping is simple and fundamental. It always start with paper skecths and types that are used depend of what are you working on or what you need to communicate helping developers to make easier to visualize the user flow.

### **Rapid Prototyping 2 of 3: Digital Prototyping**

This video is about how they do the process of digitization of the paper sketches to digital ones with the effects like the slides, dropdowns etc...

There are many apps that can help you to create a prototype so that help us to test the web and communicate your ideas. That apps help developers and users to see how the prototype becomes more real.

### **Rapid Prototyping 3 of 3: Native Prototyping**

Native prototyping is the last step to construct the product which is, basically, writting code. , and programming languages like Java, HTML, CSS... It is essential to prototype on different devices, for example smartphones uses java and for browsers html, css, etc..

After that, the main subject is users reply to features to get a valuable feedback so it helps us to demonstrate that is a value proposition. Finally, the idea is moved to the final product.