

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

They will show us three prototyping methods. In the paper prototyping always start with a paper sketches, they use different type of sketch depend of what are you working on or what you need to communicate. You have to let your mind free and the ideas will flow. First they create the wireframe and later buttons and colors. In paper you go faster than in pc.

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

With digital prototyping you create a digital experience explaining, and people can interact with the web that you want to create. There exists a lot of apps that can help you to create the prototype. These apps help you to test your web and communicate your ideas.

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

Native prototyping is the last step to construct your web, you have to touch code, and programming languages like Java, HTML, CSS... You move your idea to an final product.