

## **Resumen 1**

When designing a web application you should think about the design. Google takes this part very seriously, they have specialized design teams and their first sketches are on paper. It is important to do them on paper, because in addition to being faster, we can see and make changes more easily. The visual part of the application will be easy to see, instead, the interactions can be more complicated. Different techniques are used to see these interactions, such as gif with photos or playing with paper cutouts.

## **Resumen 2**

If we want to show the client a more realistic design, we have to resort to digital sketches. They teach us a very complete design application. With this application we can make designs that look real. You can also add transitions, so it will be much more visual than a sketch made on paper. Is difficult to show the interaction in a static format, so the digital format is used.

## **Resumen 3**

The ultimate way to prototype, it is the most expensive. This form will take more time to complete. It is about writing the application in code. In this way we can show our prototype to clients before carrying out the final project. Once users have tried it and liked it, you can be sure that your product will be successful. We will have the prototype as a test, to be able to teach the superiors.