First video

The first video talks about what a prototype is and how teams create sketches and paper prototypes.

Two Google worker's talk about how even they begins their ideas with sketches to start a new project, drawing high fidelity copies of what it'll look like on the phone or the computer. They saw it speed up things once they begin building the project code.
They also tell us a few tips in prototyping like using colors that are close in the cromatic circle or use specifi saturations.

Second video

The second video talks about digital prototyping and how it has improved over the last years

The guy show us a digital sketch of a e-commerce and how it will look in a static version of the webpage.
He also talks about the possibilities of the digital prototyping app and how it works.

Third video

The third and last video talks about the third option in prototyping: native prototyping

Native prototyping consists in using real devices, platforms and frameworks to explore the project with real technology. It is an extension of the other two types of prototyping to test your product on any device the customer may use. The guy in the video also tell us that to prototype you need a hackers mentality, taking huge risks and a lot of shortcuts