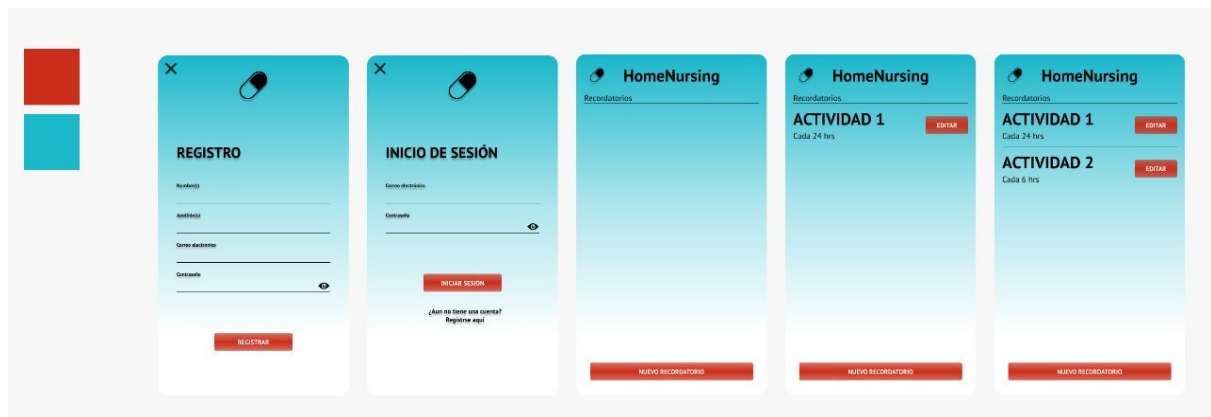


My first experience with prototypes

This semester, I had my first real experience with the activity of prototyping. I had the subject of “taller de emprendedores”, the idea was to create a product based on a real need. I have not been very careful about the idea that my team gave, so I did not have the full context. However, I had the lucky that this project was actually oriented to the same users that my human computer interaction project: the elderly.

So I did not lose time and I used all the investigation to do my first prototype: big letters, vivid colors, the least complexity, etc. I used “figma”, a web application for front end development (that I actually learned this semester) and It helped a lot. This is the first prototype:



Now I have to test it with my users, and this is the part when I am going to struggle more.