**End User prototyping methodologies**

A methodology is a certain process for a certain activity, prototyping methodologies is a form of software development methodology that is used when creating a project. The main bases of prototyping are creating an incomplete version of a product to analyse the progress and evaluate whether the product is still progressing as planned. During this step the product can be tested to make sure that it can cater for different end user’s.

One example of a popular of an end user that interacts with a program in a different way is a home use end user with a sight impairment. When building programs visual style is often important therefore it must cater for these types of specific end users.

By having a visual impairment and being a home use end user, the qualities of the product must match certain requirements to help sell towards these users, an example of this is how games with high fast paced and difficult gameplay will often be action or adventure based to allow younger people to be attracted to the game. This is the same with products and appealing to end users for home use, the product will most likely be easy to access, simple in design and have a lot of functionality that can help uses for home use.

As well as this having end users with visual impairments will require different requirements to feel like the product appeals to them. For example, by adding in functions for increasing or decreasing text size, adding zoom functions or enabling the use of a ‘Dark Theme’ within the program. Websites like ‘Repl.it’ allow a light and dark mode for their site to help people with potential problems with bright lights to still use the website with ease.

A method of finding out end users will interact with a product is to test it during development, testing can show if certain end users can interact with the product with ease or is there a certain barrier for some end users. One way this is done is through prototyping, also known as ‘Evolutionary prototyping’, it can help show user interaction as people can test a physical copy of part of the product, showing what real-life people would do when interacting with the finished product by analysing the interaction with the prototype.

**RAD (Rapid Application Development)**

This is a prototyping methodology that focuses on constant and rapid prototyping rather than planning and developing, it is useful for testing End Users as it specializes in creating a prototype, testing and creating a new prototype. Having that process means that end users can always be addressed with each new prototype and with constant testing, it means that the right functionality, the right amount of accessibility and a good ease of use to the product can always be assured through looking at behaviour modelling.