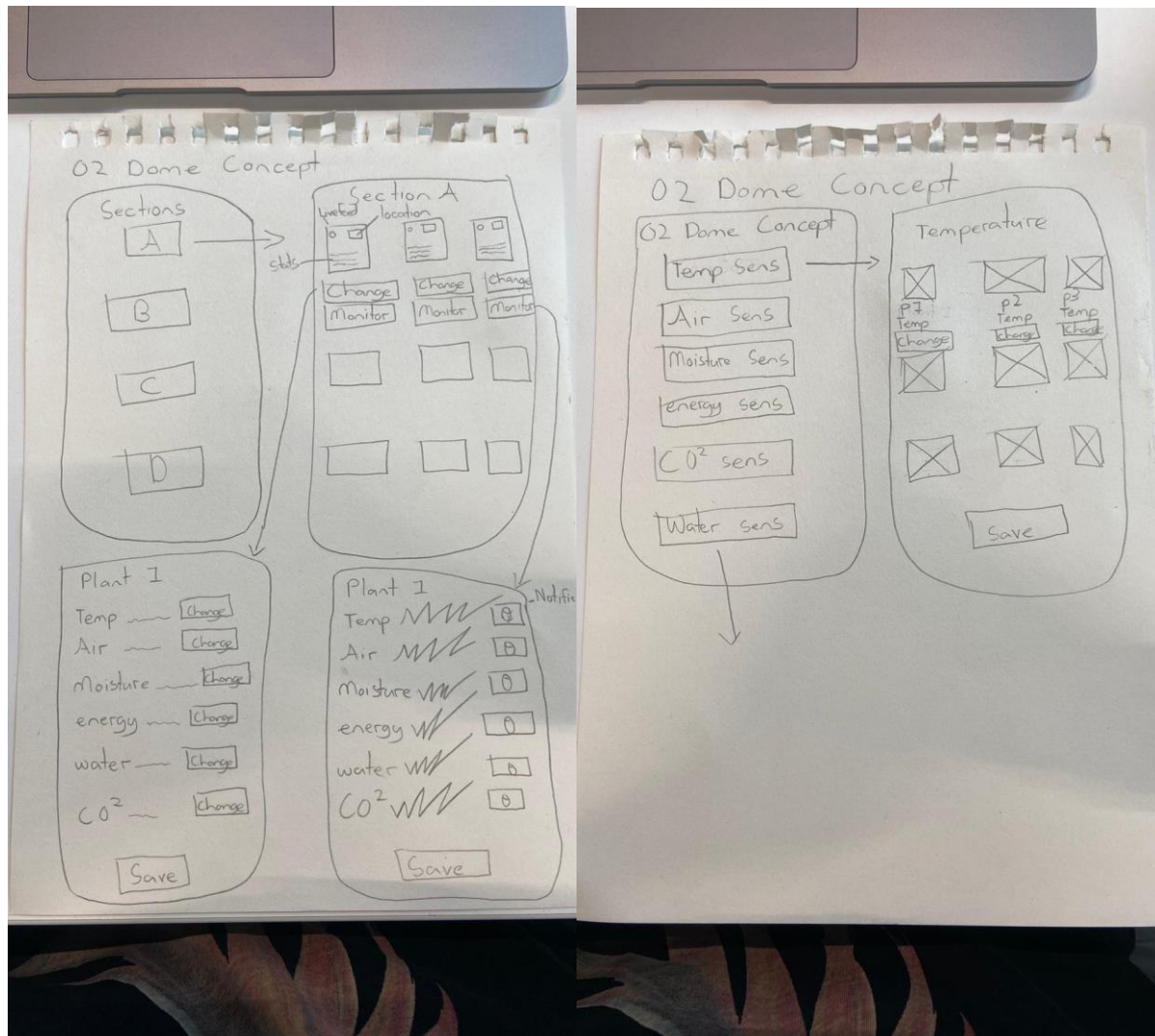


Paper Prototypes

During the "Fast Forward Week" at the beginning of the semester, I created **paper prototypes** as part of a team project focused on designing our vision of the city of the future. This exercise taught me the value of using paper prototypes to quickly visualize and communicate ideas in a tangible way.

While this experience demonstrated the usefulness of paper prototyping for brainstorming and initial testing, I realized that I personally prefer designing on a computer. Digital tools allow for more precise adjustments, scalability, and ease of sharing and iterating designs, which aligns better with my workflow and preferences.



I also participated in a workshop where I learned how to create paper prototypes. This experience taught me that by arranging various shapes cut from paper in different colors, it's possible to design a webpage layout. However, I still believe that designing on a computer is much better and more efficient, as it allows for quicker adjustments and offers far more tools and flexibility to create professional designs.

Photo taken during one of the workshops:

