Picking Prototypes

MICHAEL BERNSTEIN
CS 247

THANKS TO SCOTT KLEMMER AND MANEESH AGRAWALA

Prototyping: what you know

- · Low-fi vs. high-fi prototyping
- Wizard of Oz prototyping
- Video prototyping
- · Sketching vs. prototyping

Prototypes are not demos.

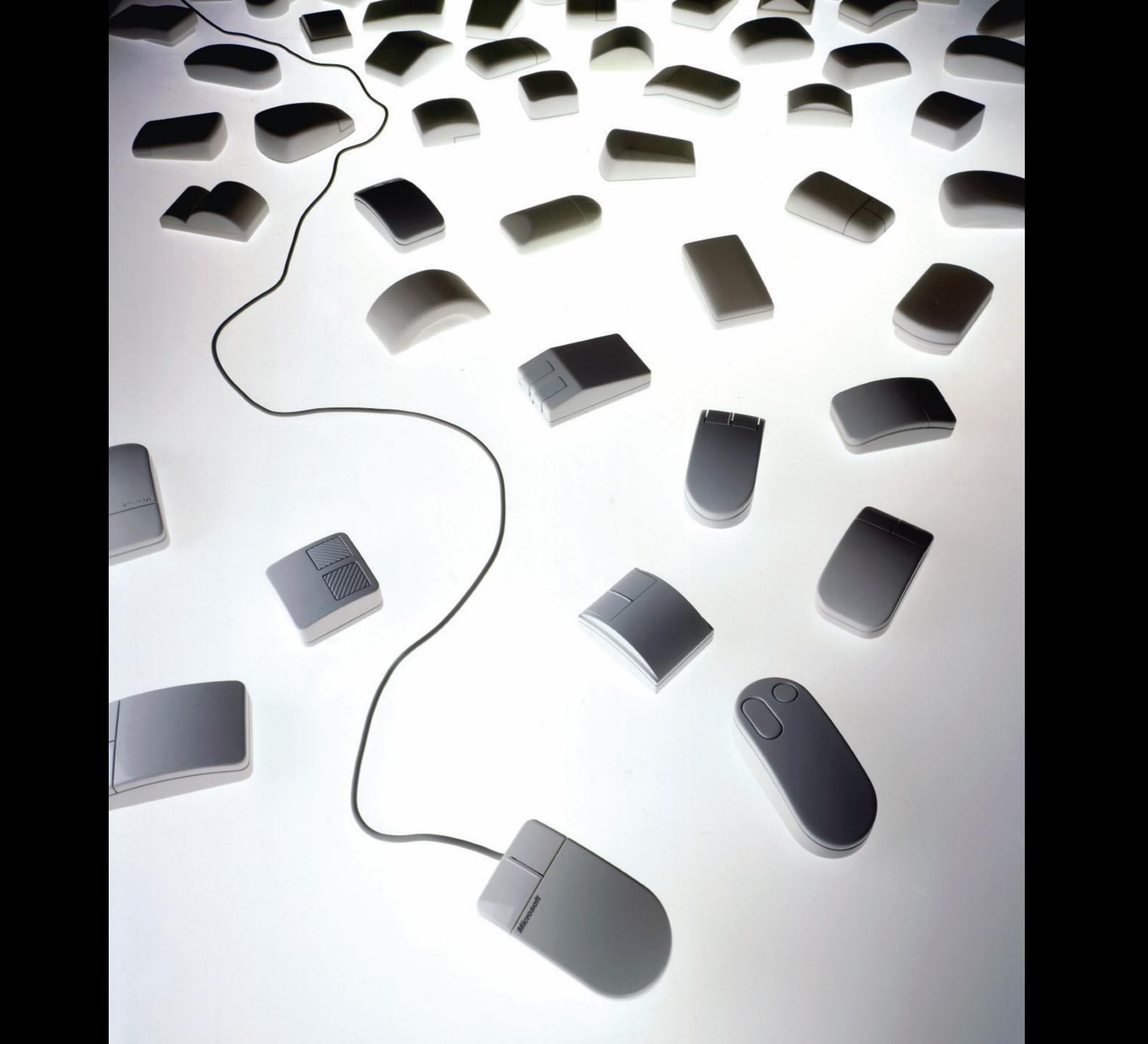
Though this is what is temping: brainstorm, select, and then create.

Prototypes are questions.

When you are done with a prototype, you have answered its question.

Good questions are focused.

Be rapid. Be ruthless. Strip out everything less important.



Being ruthless

- · Prototypes should be, by nature, incomplete.
- · Do not create a mockup or a scale model.

 Instead, create an experience that users can react to.

 But how do you make the decision about what to focus on and what to fake or remove?

What do prototypes prototype?

- · Feel: how it looks
- · Tech: how it works
- · Role: how it feels

The first question: which of these three are you prototyping?

The prototyping process

Generate questions

- -Untested design thesis
- -Risky design decisions
- -Unobserved user behaviors

Rank questions

Which is most critical?

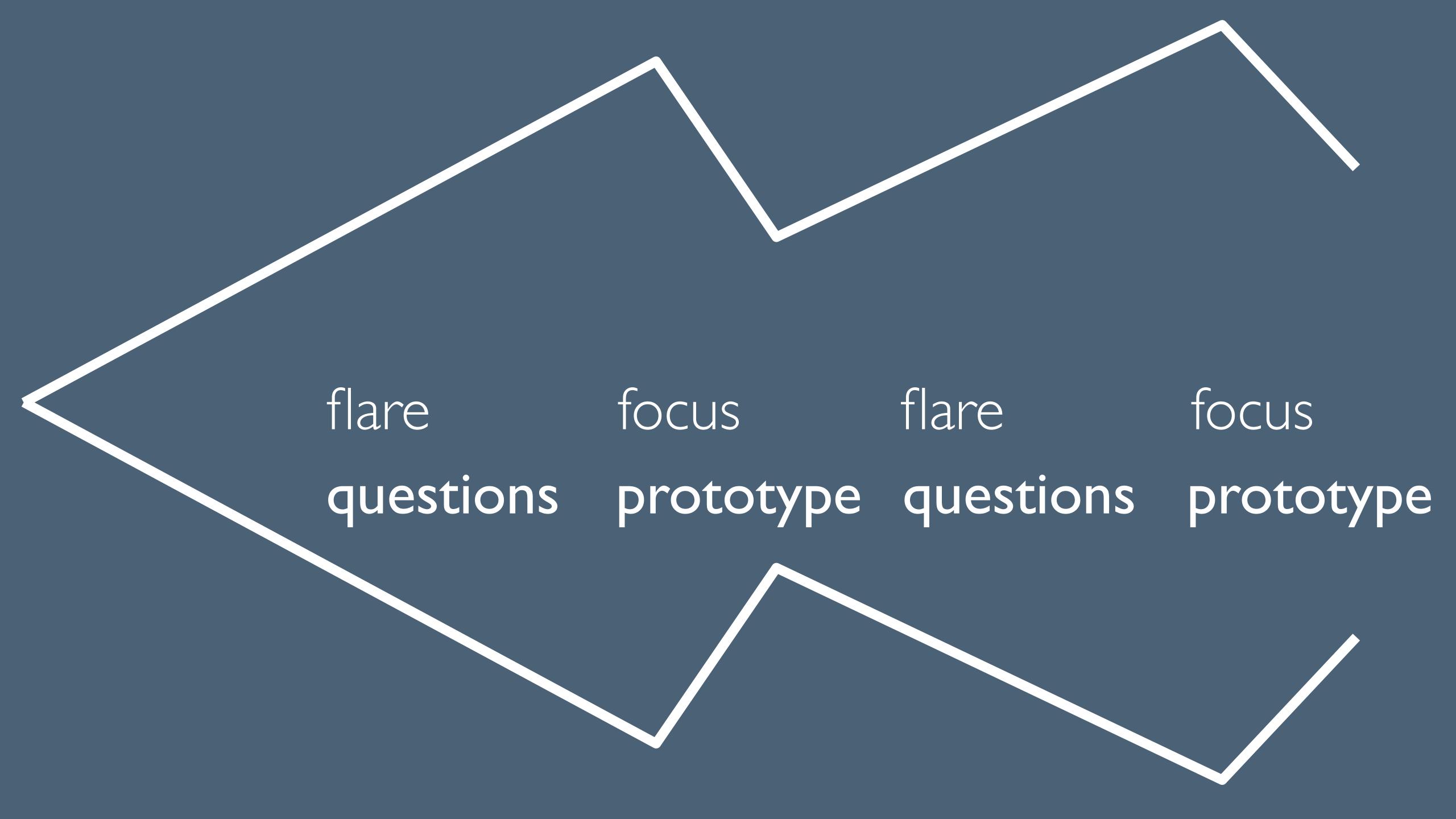
Build and test a prototype

Answer only the most critical question



What's this prototype's question?

- · Each prototype can only ask a single question.
- Ask yourself: what's the riskiest question you need to answer about your idea right now?
- · Flesh out the elements relevant to that question, and get rid of or fake everything else.
- · Repeat with new, different questions





Digitally-enhanced mall shopping cart

What's the most important first question? What do you prototype first?

A vest for hugging over a distance

What's the most important first question? What do you prototype first?

A site for paired cultural exchanges

What's the most important first question? What do you prototype first?

Summary

· Iteratively identify the riskiest question at the core of your design idea.

· Create a prototype that helps you answer that question, stripping out everything else.