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Roll Number: 45	**Lab Assignment Number: 7**	
Title of Lab Assignment: Low Fidelity Prototype. Creating a Paper Prototype, Prototype (Wire Frame) using any UI tool. ● **Paper prototype** ● **Wireframe.**		
DOP: 10-02-2024	**DOS: 19-02-2024**	
CO Mapped: **CO5**	**PO Mapped:** **PO3, PO5, PO7, PO12, PSO1, PSO2**	**Signature:**

Practical No. 7

Aim: Low Fidelity Prototype. Creating a Paper Prototype, Prototype (Wire Frame) using any UI tool.

- **Paper prototype**
- **Wireframe.**

Theory:

A paper prototype is a low-fidelity representation or simulation of a digital product, such as a website, application, or software interface, created using pen-and-paper or other physical materials like sticky notes, index cards, and sketches. Paper prototypes are typically used in the early stages of the design process to quickly explore and test ideas before investing time and resources into developing a digital prototype or a fully functional product.

The main purpose of a paper prototype is to gather feedback from stakeholders, users, or usability experts regarding the design, layout, and functionality of the product. Designers can easily make changes or iterate on different design concepts during user testing sessions by modifying the paper prototype on the fly.

The key characteristics of a paper prototype include:

1. Low Fidelity: Paper prototypes are intentionally simplistic and low-tech, using basic materials like paper, markers, and sticky notes. This low fidelity allows for quick creation and easy modification during the design process.
2. Physical Representation: Unlike digital prototypes, paper prototypes are physical artifacts that can be easily manipulated by hand. Designers can cut, fold, and rearrange paper elements to simulate different interactions and user flows.
3. Ease of Creation: Paper prototypes can be created rapidly, often within minutes or hours, depending on the complexity of the design. This enables designers to explore multiple design concepts and iterate on ideas quickly.
4. Interactivity: Despite being made of paper, prototypes can simulate interactivity through techniques such as flipping pages, sliding panels, or using sticky notes to represent interactive elements like buttons and menus.
5. User Testing: Paper prototypes are used primarily for user testing and feedback gathering in the early stages of the design process. They allow designers to observe

how users interact with the prototype, identify usability issues, and gather insights to inform further iterations.

6. Collaboration: Paper prototypes encourage collaboration among team members, stakeholders, and users. Designers can easily share and iterate on ideas together, incorporating feedback from various perspectives.
7. Cost-Effectiveness: Paper prototypes are extremely cost-effective compared to digital prototypes or fully developed products. They require minimal resources and can be created using readily available materials, making them accessible to designers with limited budgets.
8. Flexibility: Paper prototypes offer flexibility in terms of design exploration and iteration. Designers can quickly make changes to the prototype based on user feedback, allowing for rapid iteration and improvement.
9. Risk Reduction: By testing design ideas with paper prototypes early in the process, designers can identify and address potential usability issues and design flaws before investing significant time and resources into digital development.

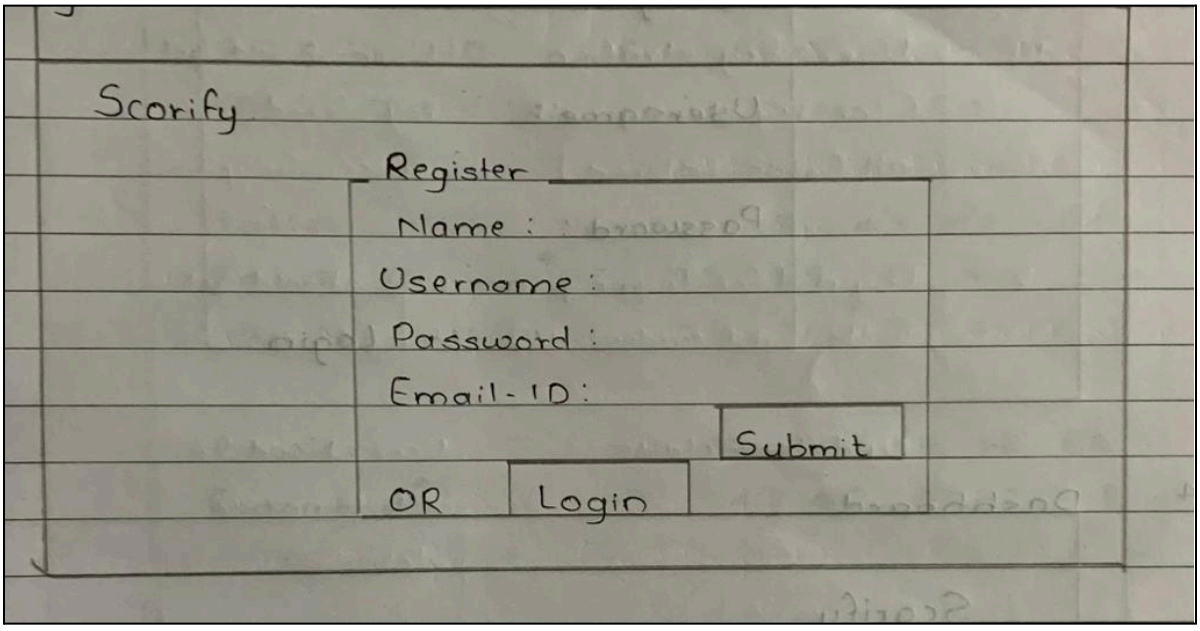
The benefits of using paper prototypes in the design process are numerous, including:

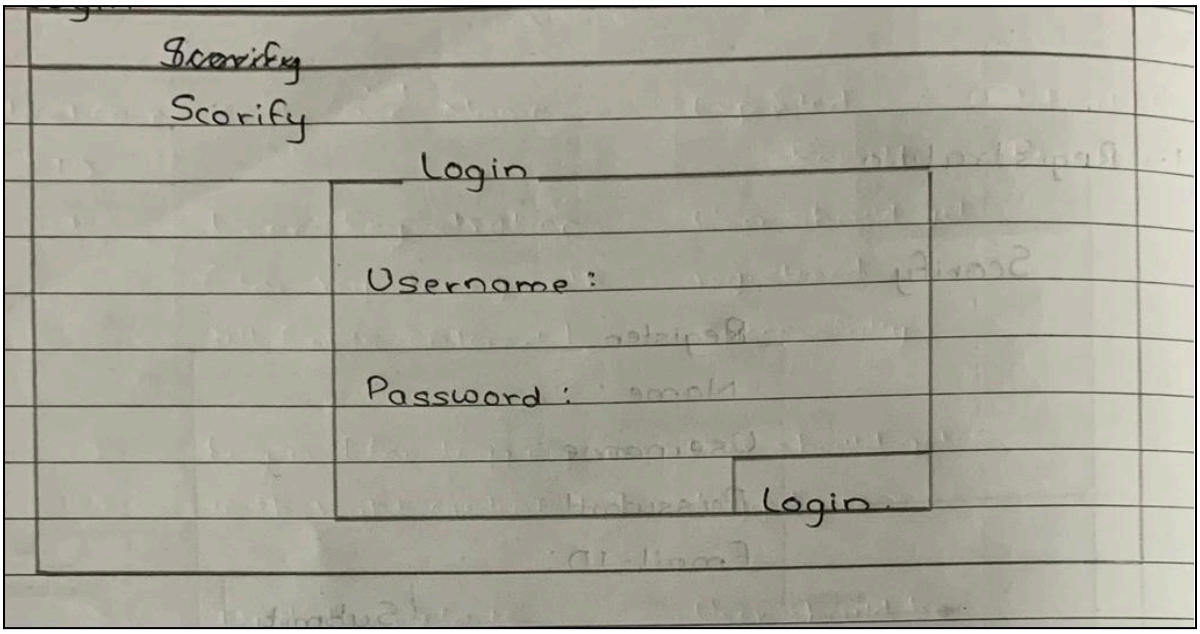
1. Rapid Iteration: Paper prototypes enable designers to quickly create and iterate on design ideas. Changes can be made on the fly during user testing sessions, allowing for rapid refinement of the product.
2. Low Cost: Paper prototypes are inexpensive to create, requiring only basic materials like paper, pens, and sticky notes. This makes them accessible to designers with limited budgets and resources.
3. Early Feedback: Paper prototypes facilitate early user testing, allowing designers to gather feedback on design concepts before investing significant time and resources into development. This helps identify usability issues and refine the user experience early in the process.
4. Flexibility: Paper prototypes are highly flexible and adaptable. Designers can easily make changes to the prototype during testing sessions, exploring different design options and iterating based on user feedback.
5. Collaboration: Paper prototypes encourage collaboration among team members, stakeholders, and users. Designers can involve stakeholders in the design process, gather input from various perspectives, and make informed decisions together.

6. Visual Communication: Paper prototypes provide a tangible representation of design ideas that can be easily understood by stakeholders and users, regardless of their technical expertise. This helps facilitate communication and alignment throughout the design process.
7. Risk Reduction: By testing design ideas with paper prototypes early in the process, designers can identify and address potential usability issues and design flaws before investing significant time and resources into digital development. This reduces the risk of costly errors later on.
8. Enhanced Creativity: The low-tech nature of paper prototypes encourages creativity and exploration. Designers are not limited by software constraints and can freely experiment with different design concepts and interactions.
9. User Engagement: Involving users in the design process through paper prototyping fosters a sense of ownership and engagement. Users appreciate being consulted and can provide valuable insights that contribute to a more user-centered design.

It is important to note that while paper prototypes are valuable tools for early-stage design exploration, they are not meant to replace digital prototypes or development. They serve as a starting point for ideation,feedback and iteration, providing a tangible representation of the user interface and user experience.

Paper Prototyping:

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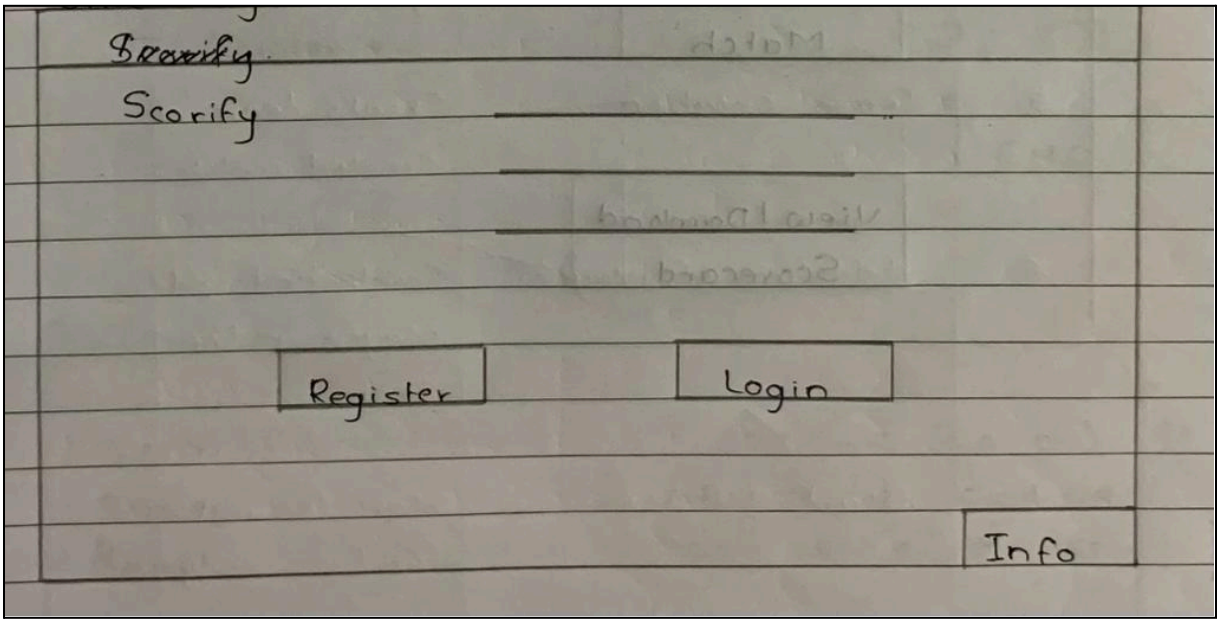
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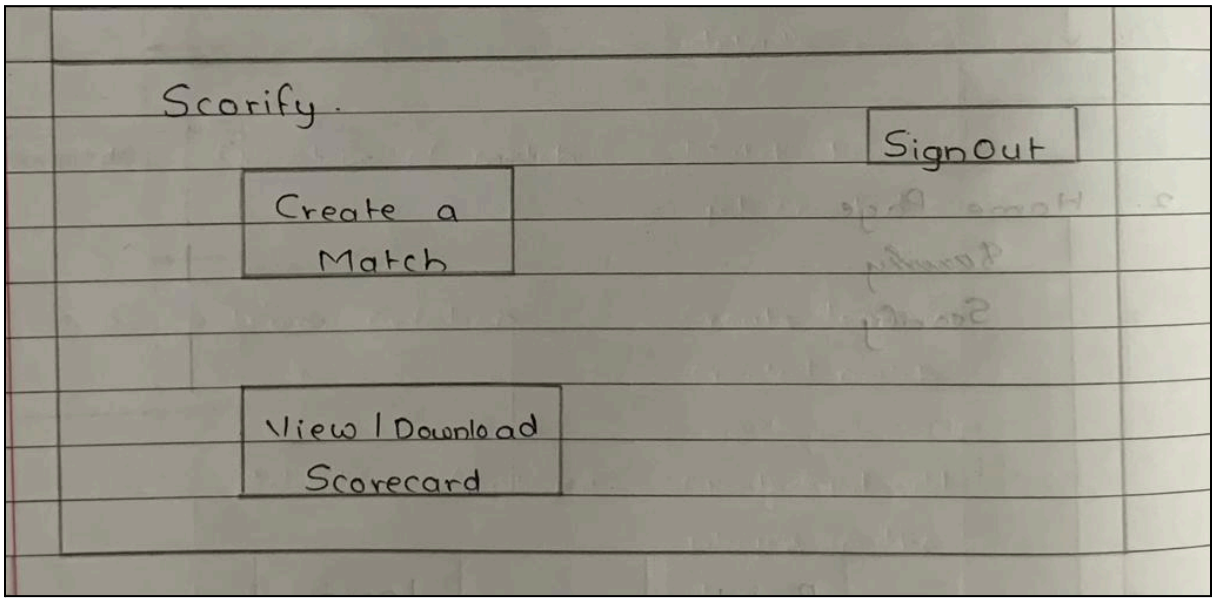
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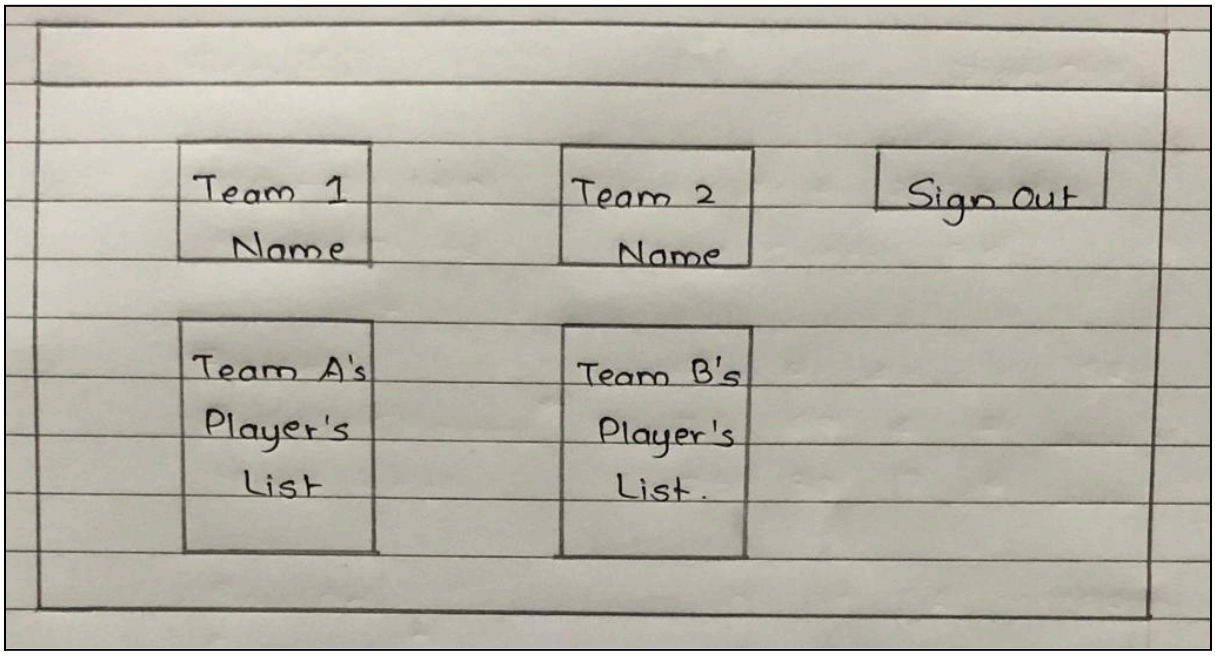
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Team 2 Name
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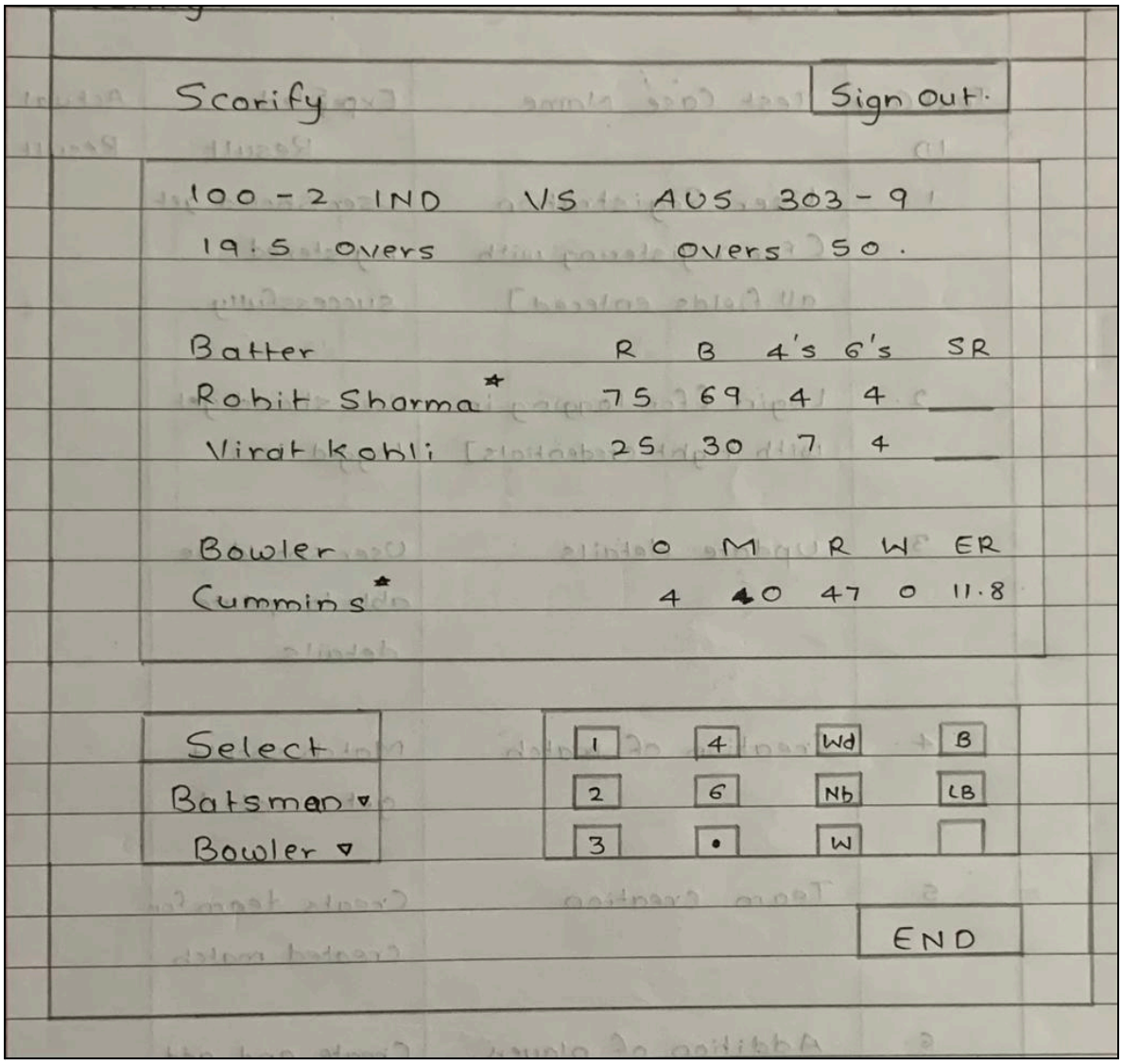
Team A's Player's List
Team B's Player's List.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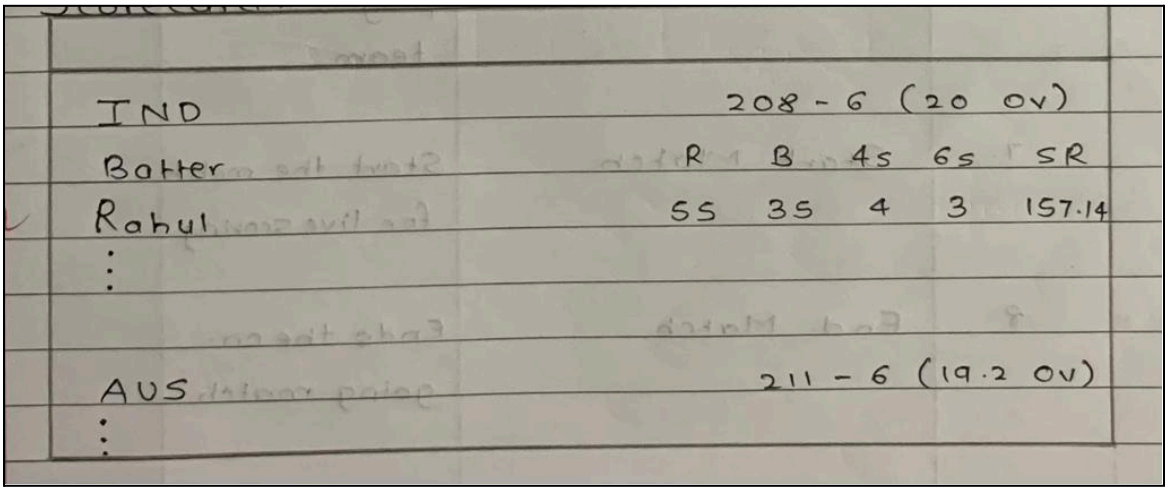
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AUS 211 - 6 (19.2 ov)

Conclusion: I have learned what a low-fidelity prototype is and created a paper prototype.