

prototype

↓
Aim

- Representation of ^{How} application and interaction will work
- interact - explore sustainability

- 'testing ideas'

- Reason:
- Evaluation - feedback
 - Cross-team communication
 - Test out ideas
 - Reflection -
 - Choose between alternatives

What to prototype?

- Tech issue
- Workflow / task design
- Environment / experience
- Layouts & info display
- Critical areas / difficult areas

Two types of prototypes

- WORK-like - functionalities
tech proof of concept
 - LOOKS-like - visual design.
"look like": "feel like"
- Sample the contents

Low Fidelity

- Medium ~~unlike~~ final medium. (paper)
- Quick, cheap, easy Modify
- Flexible, encourage exploration - ① card based ^{screen} Indexed cards represent ^{Web development} users go through cards doing tasks
- Screens, task sequence.
- Explore → evaluate

paper and card based

- Someone act as computer
- explore ideas, early user-evaluation

③ wireframing ⇒ draw it on computer
simulate interaction / display

② physical prototyping
- physical representation of an idea

④ Wizard of Oz: experimenter ('wizard')
Simulates the behaviour of an intelligent completely automated computer

High-Fidelity

- Computer-based, interactive,
- (More comprehensive) • Closest resemblance to final design.
- / • details, functionality

both UI and UX

Video Prototype

- Hi-Fi: cinematic experience of future visions
- Lo-Fi: Rapid video prototype.
 - focus on user-experience
 - ignore tech details

choosing prototype Method.

- depends on what are you designing
- what / which aspects ⇒ convey, tryout such as size / colour, functionality, I/O, spatial structure
- time / budget / Resource / skills

