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December 7, 2017

Reading 1 – Prototypes

Creating a prototype is just as much as researching the purpose of your product than it is actually building small-scale versions of your vision for a certain idea or product.

The reading describes the four reasons for prototyping: to understand, to test and improve, to communicate, and to advocate. It is deemed necessary for an idea to be prototyped must be gradually improved, and brings forth the various ideas behind it.

Building a prototype does not necessarily mean to test every part of the idea, but to pick at it with small tests on certain hypotheses one creates along the way. The process of a prototype should allow you to communicate the points you want your product to deliver to others and avoid any confusion further down the road. When demonstrating your prototype to an outsider they should have a positive experience, allowing you to benefit from the feedback and newly given information. It is said that keeping the user and their experience at the heart of the product and its prototyping is the most productive way to improve one's product and to troubleshoot faster. Producing a super finished prototype might give the wrong impression on the user experience during the prototyping trials, therefore keeping the main ideas and points on the product is key, for example having a small robots internal exposed but also having it interact properly, will allow the user to look past its raw look and evaluate their experience with the robot. When coding, it is mentioned that one should plainly write out what the program is supposed to, in simple box mapped actions, and pseudo code. Testing one's assumptions for various tasks of a prototype is necessary when trying to achieve a proper testing to get expected results.

When it comes to testing your product with a user, it is important to plan out what you want to accomplish with the experience, and what kinds of question you will have for the user after the interaction is complete. Getting the user to talk more and to answer your questions will fulfill your feedback query with better efficiency. And finally, finding

insights, if you can determine where a person gets lost with the main goal of your product during testing, it could signify that the prototype was valuable in solving hypotheses and new questions you might not have had in the beginning. It is important to plan out your tasks and organize what you plan on accomplishing with your product, creating a workable and interactive prototype is one of the best ways to accomplish in creating a great new product.