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09/26/2021
Reading: Intro to Prototyping
<div align="center">Reading: Intro to Prototyping</div>
Techniques will be used to smartwatch designing: Participatory Design, Rapid Prototyping

1. Participatory Design:
    a. Reason for choosing this design technique:
        i. because there are a lot of kinds of smartwatch on the market now, if we design a smartwatch in a small group, it is likely that the product will ignore some functions that the user cares about. Thus, it is important to collect opinions from people and ask what functions they are interested in and the smartwatches don't have it nowadays.
    b. Tasks:
        i. Collecting functions user interested in before make prototype
        ii. Analyzing those functions and choosing the most popular ones.
        iii. Ask feedback from users after the prototype is finished (What could be done differently, what they think is not necessary, what functions to add on)

2. Rapid prototyping
    a. Reason for choosing this design technique:
        i. Because we are using participatory design as one of the techniques in our smartwatch design, thus, it is important to collect feedback from people after each prototype is finished and change it afterwards. Also, using rapid prototyping techniques, design could iterate the design many times by shortening the time spent, also, it could reduce the designing cost by cutting out immature ideas.
    b. Tasks:
        i. Think about the goal for this iteration based on collected opinions from people.
        ii. Starts to design smartwatch prototypes based on the goal. Technique potentially will use: offline rapid prototyping, mocks. Also, sometimes it is hard to have people know all the functions about the smartwatch. Therefore, based on the reading, we could have a video prototype to demonstrate each function of our smartwatch.
        iii. After finishing the prototypes, ask user feedback from users and reflect on the problems encountered in the design process
        iv. Repeat those steps until we have a mature product.