Assignment 6.1

This paper describes some current difficulties in communicating about prototypes. it examines the complexity of interactive systems and issues of multidisciplinary teamwork. it also introduces a model that describes any prototype in terms of the artifact being designed. Selecting the focus of a prototype is the art of identifying the most important open design questions. Interactive computer systems can have a rich variety of software, hardware, auditory, visual, and interactive features. Designing interactive systems demands collaboration between designers of many different disciplines. Even the term "prototype" is likely to be ambiguous on such a team. What is significant is not what media or tools were are used to create them, but how they are used by a designer. Designers must be willing to use different tools for different prototyping tasks. A finished-looking prototypes are often thought to indicate that the design they represent is near completion. There are four principal categories of prototypes on the model, The role which is the first one like the paper hand drawn picture of the chair and living room and its important to show the people the idea and the role of the design, The look and feel like the chair inside the box which show people how they will be able to do with our product, The implementation and here we show the people a very close model to the finished product to make them know what they will be able to do with our program. The fourth is the integration between the other three. There are other examples of role's prototypes like the storyboard for portable notebook computer which narrate the scenario of the needs of the users in a visual way which show what it will provide and there are the interactive story of the operating system which is better than the storyboard as it gives the users the interactive feeling and show them the roles more easily and its very near to the look and feal part and there is the knowledge navigator video for the feature notebook, it just show you the features provides only without any feeling or look.at last there are the appearance model for the integrated computer which will help people imagine how their life will be including it .The look and feel focus on being simple and don't cost a lot while giving the user the experience of the final product like the animation of the fashion design workspace, the child's ball toy or the pizza box prototype of the computer. The implementation prototypes focus on making the user try all the features the system will provide without focusing on the design or how it looks or feel like the prototype of the digital movie editor and the c++ program of the fluid dynamics simulation system. And there is the integration prototype which gives the whole user experience, and it can be a lot complex and cost much such as the model of the sound browser or that of the pile metaphor and there is that of garment history browser.