Prototype-Project Name

# Delete all blue text before final submission. File name: Prototype-Project Name, Location: Phase 4 Box Folder

# Description:

**Create mock-ups and simple prototypes:** One of the most effective ways to better communicate ideas and get feedback from the stakeholders is to create mock-ups and simple prototypes. According to Richard Eisermann, director of strategic design agency Prospect, “If a picture paints a thousand words, a prototype is worth a thousand pictures….For relatively little cost, they reveal issues you can never anticipate. Once steel is cut and a thousand lines of code generated, turning back becomes costly and time consuming. Paper, foam and wood can all be easily modified and replaced, for little money.” (Design Council website 2009). Eisermann has five basic rules for prototyping:

1. Begin early. The sooner you materialize ideas and get them in front of people, the richer your final design will be.
2. Beat it up. Make a modifiable prototype so you can easily adapt it, even on the spot.
3. Don’t bother with perfection. The prototype exists to get information, not to show how brilliant the design is.
4. Do just enough. A little data goes a long way. Figure what you need to test and focus on getting those answers.
5. Record the test. If you don’t have a record, it didn’t happen. (Design Council website)

# Instructions::

1. State the purpose of prototype
2. Include method, pictures, data, summary, and conclusion
3. Write abstract for prototype document

# Abstract:

What did you do? How did you do it? How does this task help the project?

# Introduction:

What is your prototype testing (it’s purpose)? Briefly describe how it was built. Include pictures of construction, sketches, or links to documents with this information.

# Method:

State the method for the test. Be sure to include what you are assessing

1. List step 1
2. List step 2

# Data:

What was the data from the test?

Insert data, this could be a table a list of things

# Summary:

What did the data say? What equations did you process the data with? Create charts and tables to summarize the data.

# Conclusion

Based on the summary of the data, what recommendations do you have?

# Example: Healthcare App

# Abstract:

The team conducted a user test of the first prototype of the app to show the client. The prototype was made of paper sketches representing each page of the app. Four users were tested and gave feedback on all four app sections. Based on the results the team will focus on improving content of the homepage, doctors and medications pages and improve the color pallet for colorblind users.

# Introduction/Purpose:

* Paper sketch to explore who app may function
* 8.5”x11” paper with drawings
* Each page is a new window with buttons and content ideas
* Pictures can be found HERE[hyperlink to pictures]

# Method:

1. Introduce App to user and give instructions to press buttons
2. Press buttons to change page
3. Assess on
   1. Types of content
   2. Flow of app
   3. Context of use

# Data:

[\*Made up user data]

|  |  |  |
| --- | --- | --- |
| User | User Comments | Observations (see notes [hyperlink to scanned paper notes on box with same file name] |
| Chicken Little | * Easy to navigate * Questions for doctors needs revision | Looked like enjoyed using app |
| Turkey Lurkey | * Colors are hard to see * Buttons need to be bigger * I am colorblind | * Turkey lurkey is colorblind * Found it hard to navigate |
| Abigale Mallard | * Looks good * Let me know when you have more to show | * Mildly interested * Needed more to see what was going on |
| Foxy Loxy | * No interest | * Not our target audience * 12 year old girl |
|  |  |  |
|  |  |  |

# Summary:

User summary

# Conclusion:

* Homepage and doctor section needs improvements (content and colors)
* Investigate color pallets
* Interview doctors for doctor content
* Increase number of medications