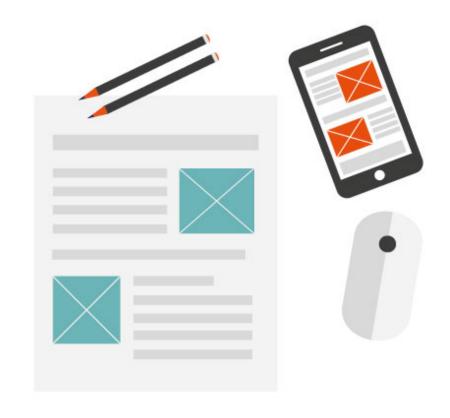
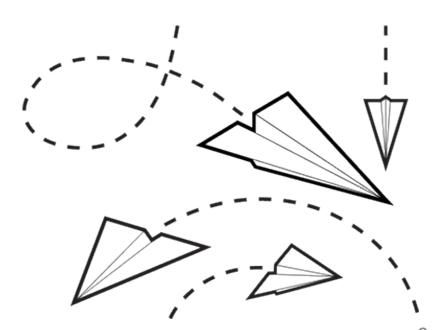
Prototyping Methods and Practices

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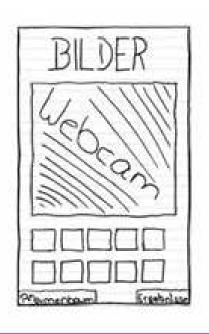


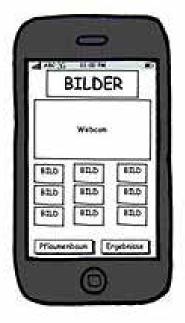
Why Prototyping?

- Prototypes can help you
 - Solve design problems
 - Evaluate designs
 - Communicate design ideas



Spectrum of Prototyping









Low-Fidelity

Sketch & paper

Medium-Fidelity

Interactive page

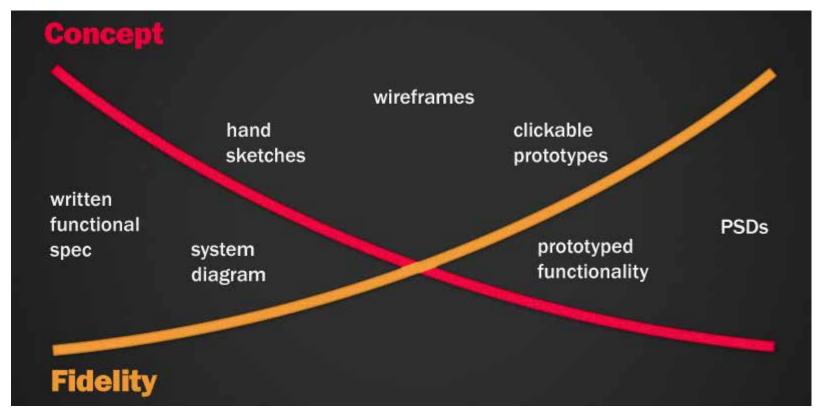
High-Fidelity

Partial functions

Pros and Cons

- Low-Fidelity (Right Design)
 - Fast and cheap
 - Concept and consensus

- High-Fidelity (Design Right)
 - Interactive
 - Evaluation and marketing



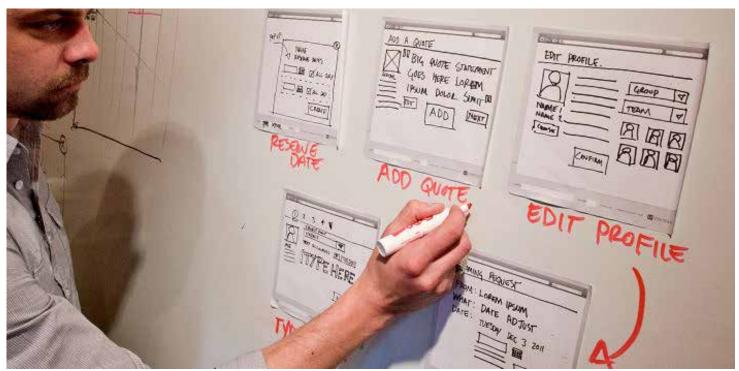
Prototyping Process



(Low) Sketch Prototype

- Quick and Dirty (First Round)
 - Paper and pen only
 - < 3 mins</p>

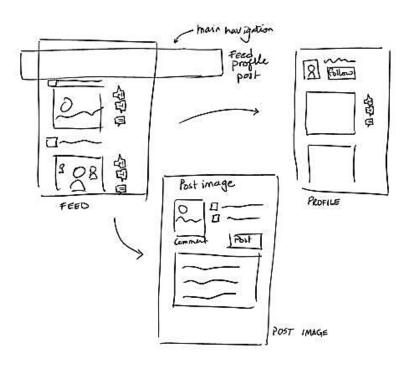




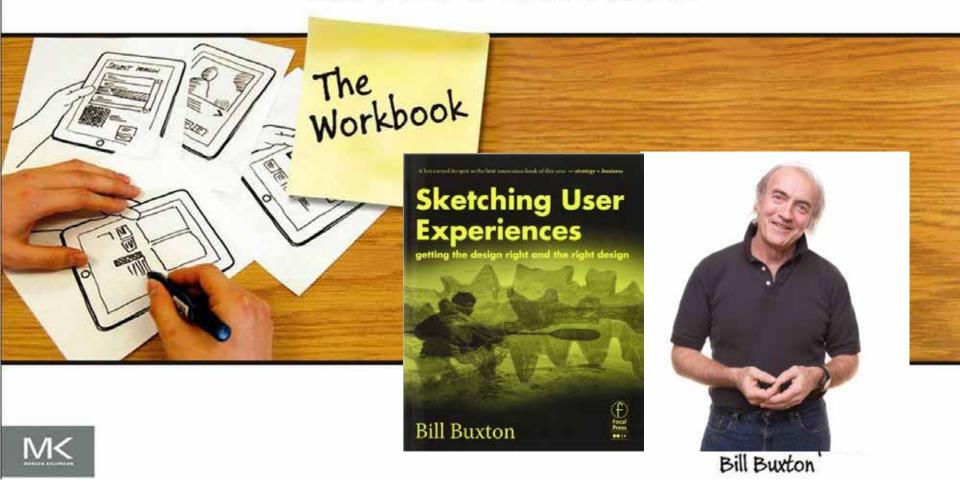
(Low) Sketch Prototype

Content

- Pages of functionalities
- Interaction flow via arrows
- Text labels and descriptions, whenever necessary
- Usage scenario, if any



Sketching USER EXPERIENCES



Prototyping Process



(Low) Paper Prototyping

- Some Interactivity
 - Interface evaluation
 - User feedback



(Low) Paper Prototyping

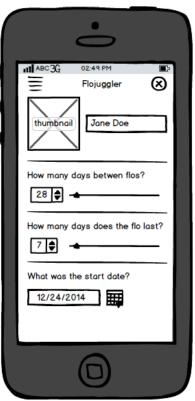
- Content
 - Form factors
 - UI components
 - Functions
 - Work flow

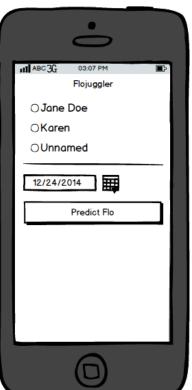
— ...











Prototyping Process



(Medium) On-Screen Interactive Wireframe

- Simulate "Real" Experiences
 - Look and feel
 - User testing



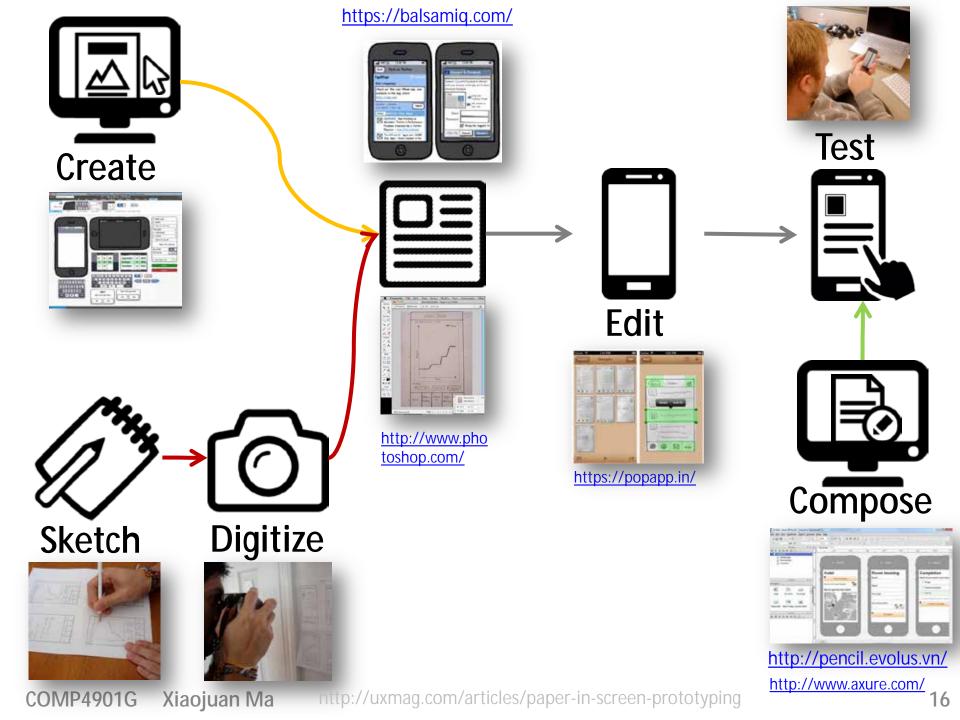


(Medium) On-Screen Interactive Wireframe

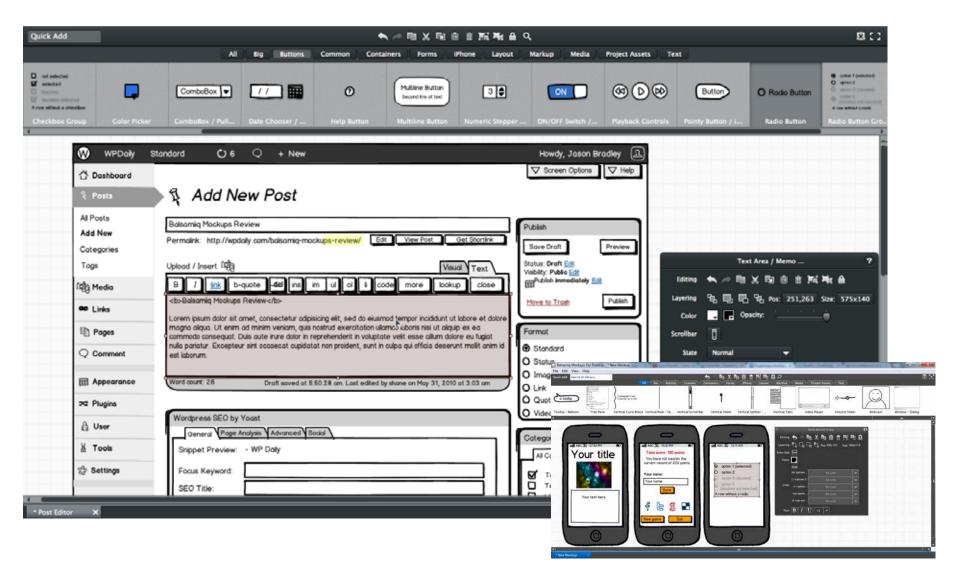
Content

- Form factor
- UI components
- Functions via hyperlinks
- Interaction via hyperlinks

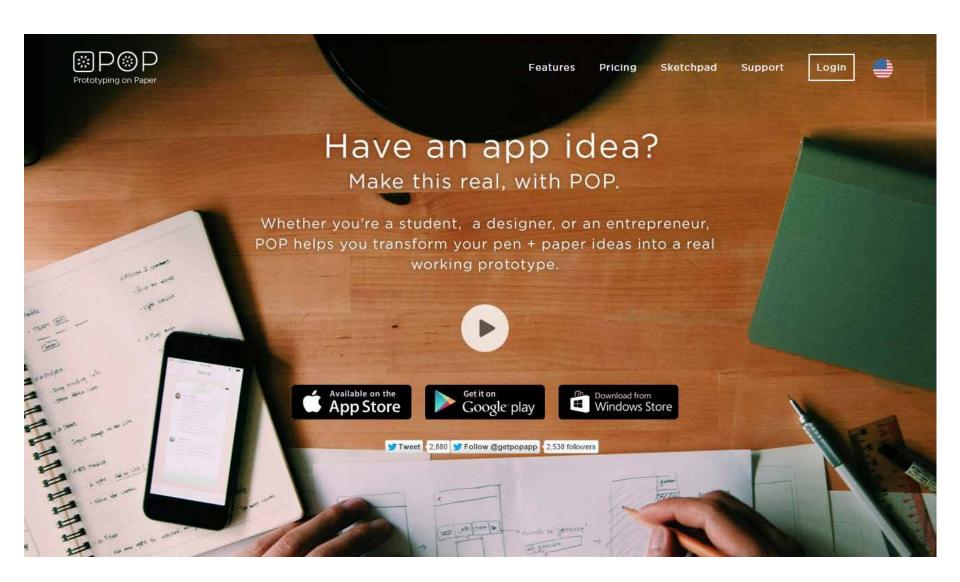




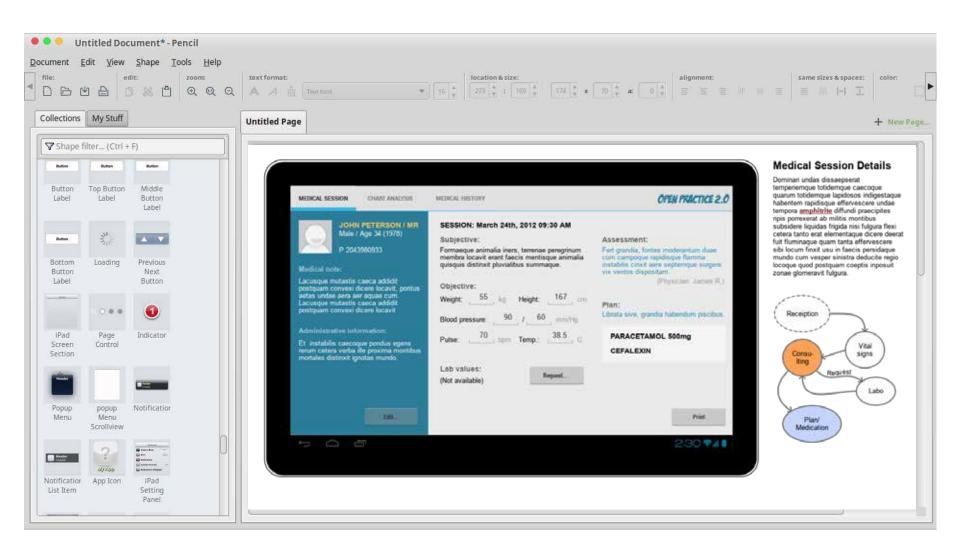
Digital Mockup / Wireframe Tools (1)



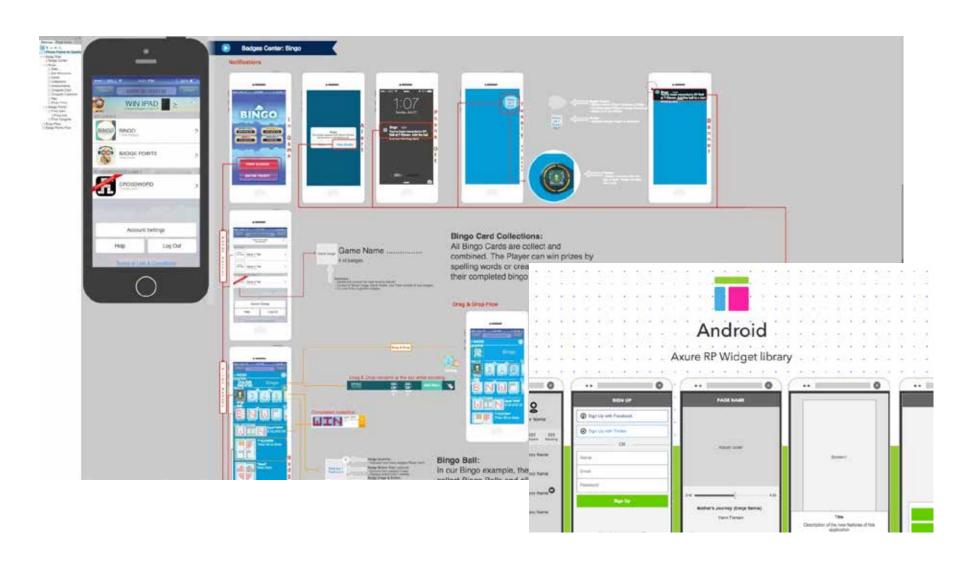
Digital Mockup / Wireframe Tools (2)



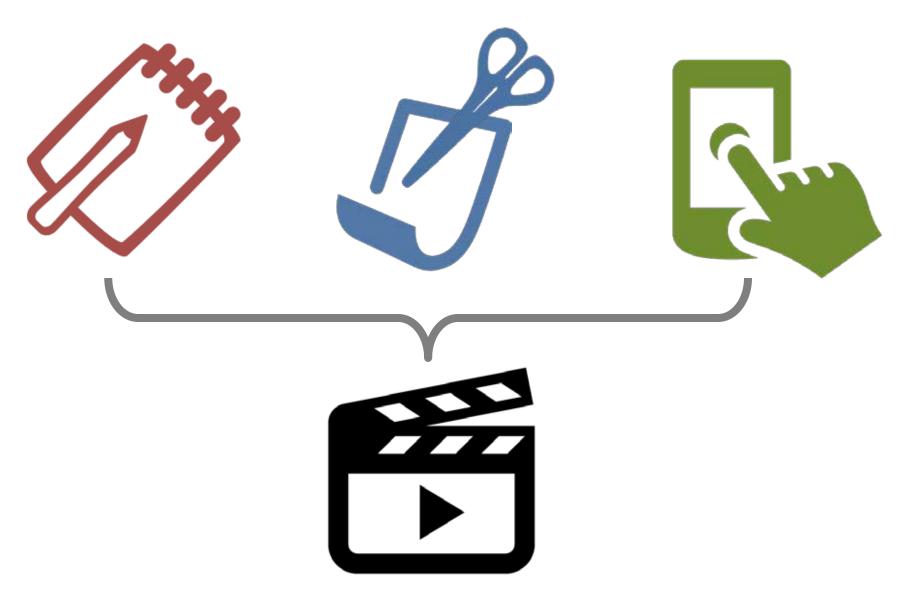
Digital Mockup / Wireframe Tools (3)



Digital Mockup / Wireframe Tools (4)



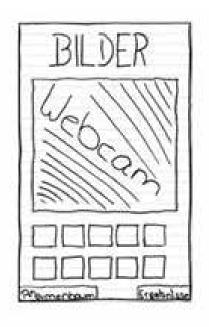
What is Next?

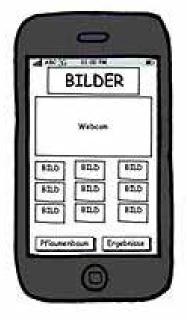


Concept Video...



Recap









Low-Fidelity

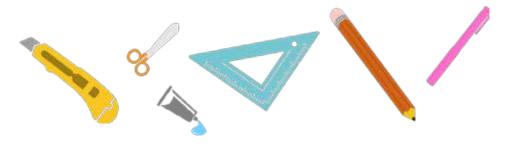
Sketch & paper

Medium-Fidelity

Interactive page

High-Fidelity

Partial functions



Question?

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