Create A Title
Name your prototype. A low fidelity prototype would be something sketched on paper, or made with materials along the lines of pipecleaners and cardboard. High fidelity might be a 3D print or interactive application.

Be Aware
Why did you make this prototype? Was it to test an idea? Convey a concept? Communicate a visual thought? Understand a user?
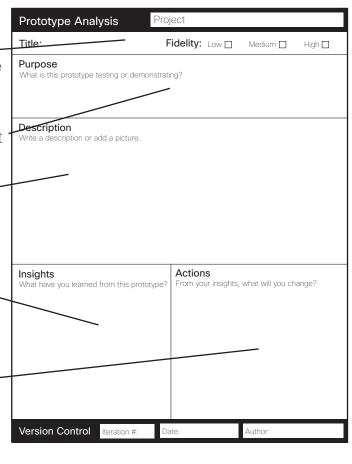
Descibe
Breifly describe the prototype and its key elements. How does it help you. What problem does it solve? Or what does it communicate?

Learn
What did this help you under-stand? An idea? Your users? How was it useful specifically?

Apply
How can you leverage what you have learned in your project? What actions can you take based on your insights? Do you have new ideas or need to make changes to an interface?

Prototype Analysis — Project

Title: _____ **Fidelity:** Low ☐ Medium ☐ High ☐

Purpose
What is this prototype testing or demonstrating?

Description
Write a description or add a picture.

Insights
What have you learned from this prototype?

Actions
From your insights, what will you change?

Version Control Iteration #: Date: Author:

Why
Prototypes are not only a way to test a concept, they are a way to learn more about your project, and a way to tangibly communicate and under-stand. Using representations and prototypes will help you both get feedback from your users and communicate your ideas faster. Use prototypes for quick iteration cycles to build better products faster.

Tips
Prototype constantly throughout your process. It will help you understand stakeholders faster. Don't waste time deliberating about an idea for a long time, just test it!

Let the fidelity of your prototype be proportional to how much your under-stand your stakeholders. Don't waste time on it if you're going to change it anyways.

Don't get attached to or defensive about your prototypes. They are an opportunity to learn, not the final prod-uct.

Don't be afraid of failure, you learn more when you fail. Just fail as fast as you can to learn as much as you can.

What came before?
Ideation
Decision Matrix
Dot Voting

Wireframe Page
Skit
Storyboard

What's next?
Ideation

Observation
Contextual Inquiry
Interview
Usability Testing

Wireframe Page
Skit
Storyboard

Prototype Analysis

Title:

Fidelity: Low ☐   Medium ☐   High ☐

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