

Aim - Create low fidelity prototype for given problem

Theory -

A low fidelity prototype is a quick and easy tangible representation of a concept, a use flow, or an information structure created for getting quick feedback and improving the product.

These prototypes are generally characterized by low technology implementation and can use a variety of materials, including sheets of paper, cardboard etc.

Benefits

→ changes to the test prototypes can be made on the go. If you detect a flaw in the flow, you can quickly replace it and test with the same user.

- testers generally tend to comment on the finishing of what they see. Hence, if you want to test the flow of conversation, the layout of elements

→ Drawbacks

→ users have to be trained to think in terms of digital screen, even with paper screen. Paper prototypes are usually limited in terms of testing transition or animation.

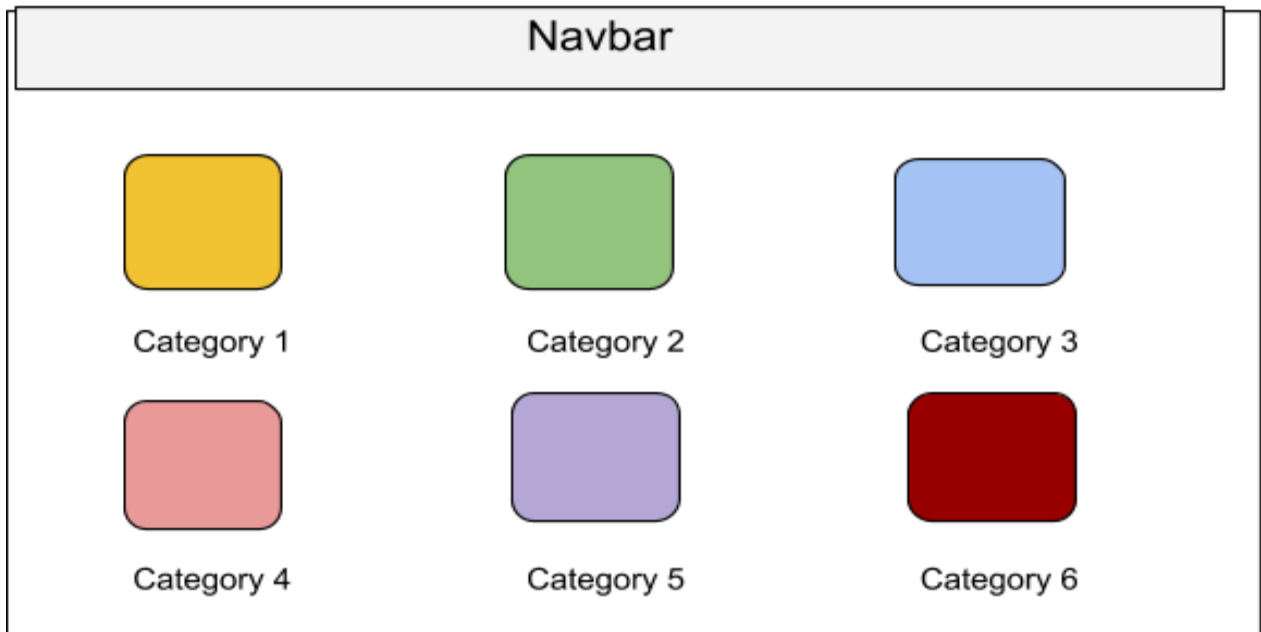
Teacher's Sign.: _____

⇒ can be more time consuming

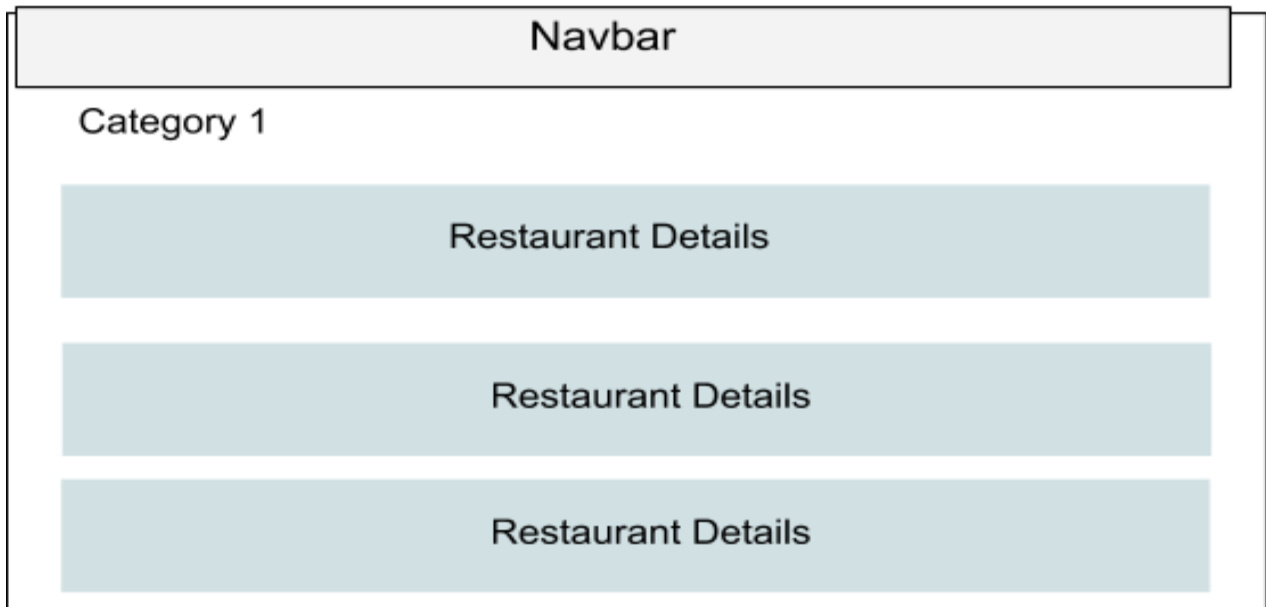
⇒ Requires a thorough planning you need to think through how you might be going to present the information to the user, what happens when they click a certain element, how does the navigation work, and so on

Conclusion - Low fidelity prototypes were successfully created for the chosen problem statement.

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