

AIM: PAPER PROTOTYPE & HIGH FIDELITY PROTOTYPE (WIREFRAME)

University of Mumbai



MyHome - IoT Based Smart Home Automation System

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What is Paper Prototyping?

Paper prototyping is a process where design teams create paper representations of digital products to help them realize concepts and test designs. They draw sketches or adapt printed materials and use these low-fidelity screenshot samples to cheaply guide their designs and study users' reactions from early in projects.

Advantages:

1. Rapid Iteration: It takes a few minutes to create a few different versions of design.
2. Cost: Paper prototyping is very inexpensive. Basic tool sets include pencil and paper. Digital prototyping tools vary in pricing. But most digital prototyping tools require either a subscription or one-time purchase.
3. Low Commitment: No one wants to throw out a digital prototype that took hours to create. It's much easier to throw out a sketch that takes only 5-minute to create.

Disadvantages:

1. Hard to interpret design: Paper prototypes require a great deal of imagination from test participants—they have to imagine how the future state of a product will look just by looking at the paper.
2. Testing only in person: It is hard to test a paper prototype when participants are widely dispersed geographically.
3. Need to transfer paper to the digital format: The downside of a paper prototype is that you'll need to convert it into a digital prototype anyway.

What is Wireframing?

Wireframing is a way to design an app service at the structural level. A wireframe is commonly used to layout content and functionality on a page which takes into account user needs and user journeys. Wireframes are used early in the development process to establish the basic structure of a page before visual design and content is added.

- A wireframe is often described as the skeleton of the eventual user interface. It's a low fidelity sketch (sometimes literally a pen and paper sketch) of the UI.
- Wireframes convey main features, functions and content of a user interface, without getting into the visual design.
- When designing for the screen you need to know where all the information is going to go in plain black and white diagrams before building anything with code.
- Wireframing is also a great way of getting to know how a user interacts with your interface, through the positioning of buttons and menus on the diagrams.

Link to View Design:

<https://www.figma.com/file/8xxMRoQpFg0tkMnnrXHYWU/UI-UX-SMART-HOME-AUTOMATION-SYSTEM?node-id=0%3A1>

CONCLUSION:

We have successfully created a Paper Prototype and High Fidelity prototype (Wire Frame) using the Figma tool.