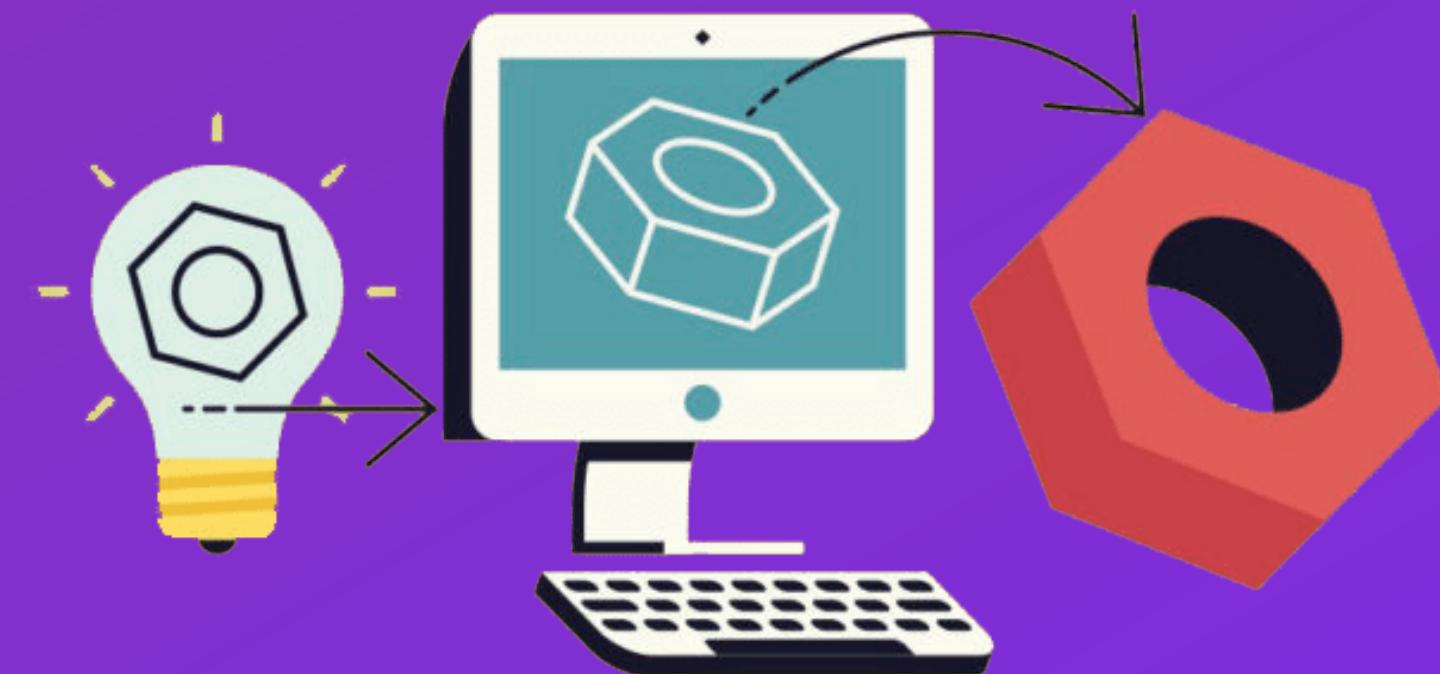
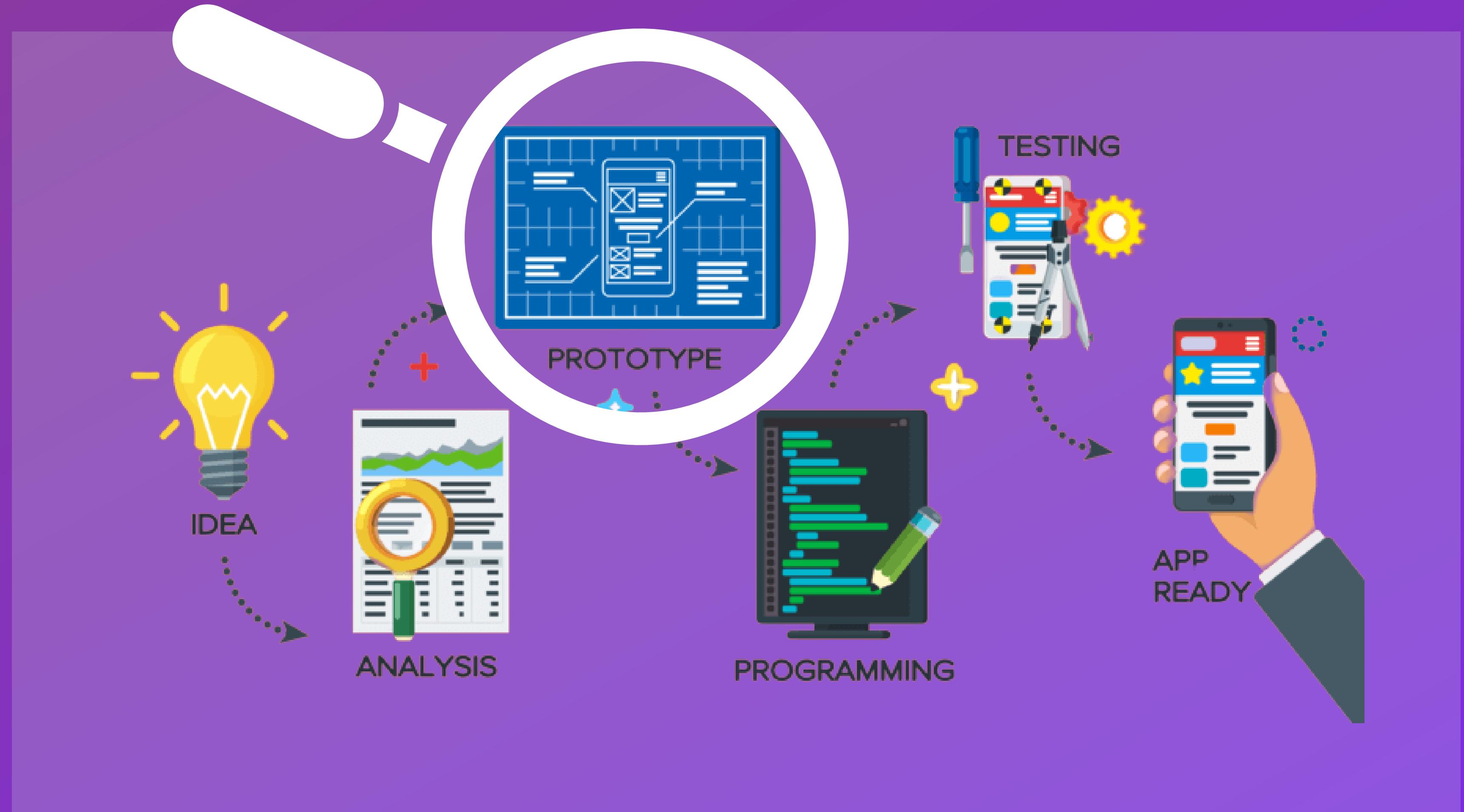


Prototyping

Presentation By
Group - 29

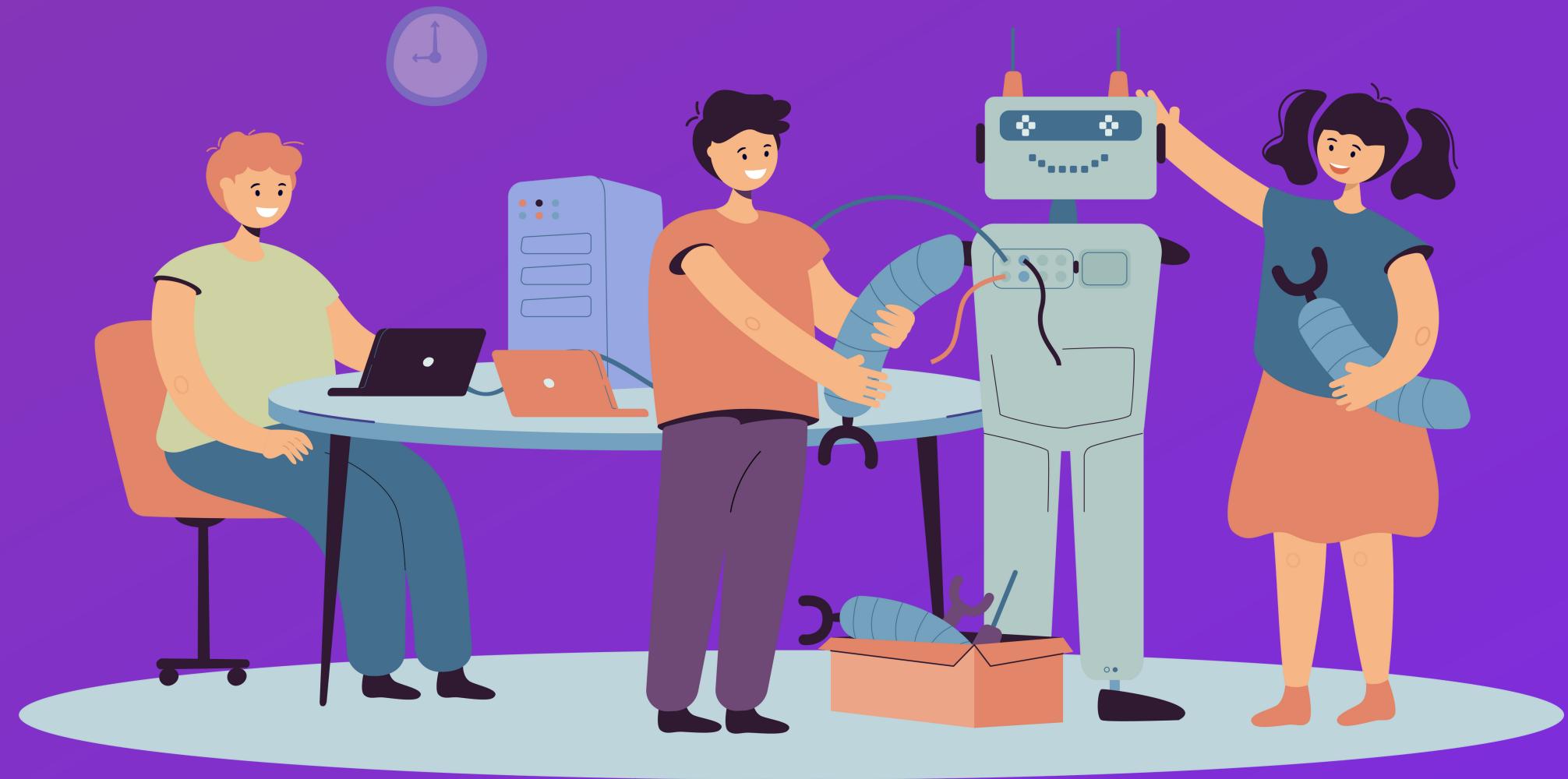


DES101



What is Prototype ?

- Prototyping is a process that converts the idea into a concept that has a physical structure.
- A prototype is a rudimentary working model, or just a simulation of the actual product based on which the other forms are developed.

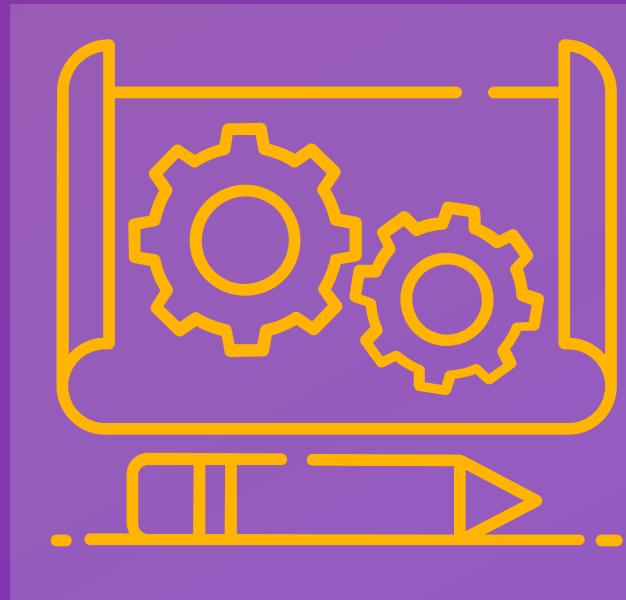


https://www.freepik.com/free-vector/happy-children-making-robot-school-project-flat-illustration-cartoon-illustration_12699107.htm

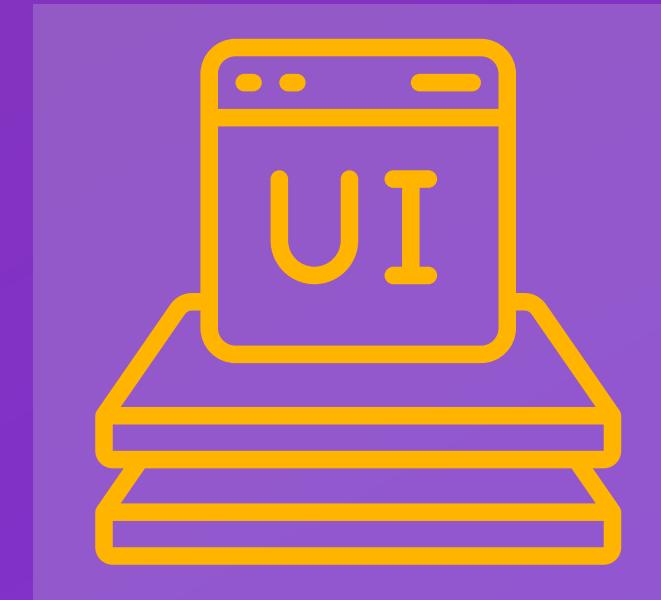
Importance of Prototype

- 1 Validate and explore new possibilities for the design of the product
- 2 Protect the intellectual property
- 3 Test and refine the final product
- 4 Answer questions and support designers in choosing between alternatives
- 5 Discuss or evaluate ideas with stakeholders

Techniques of Prototyping



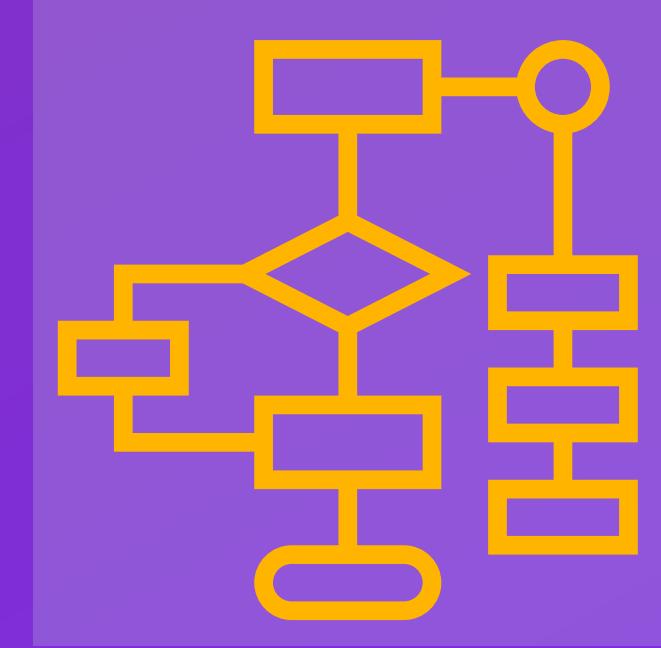
Fidelity Prototypes



User Interface



Interaction Design

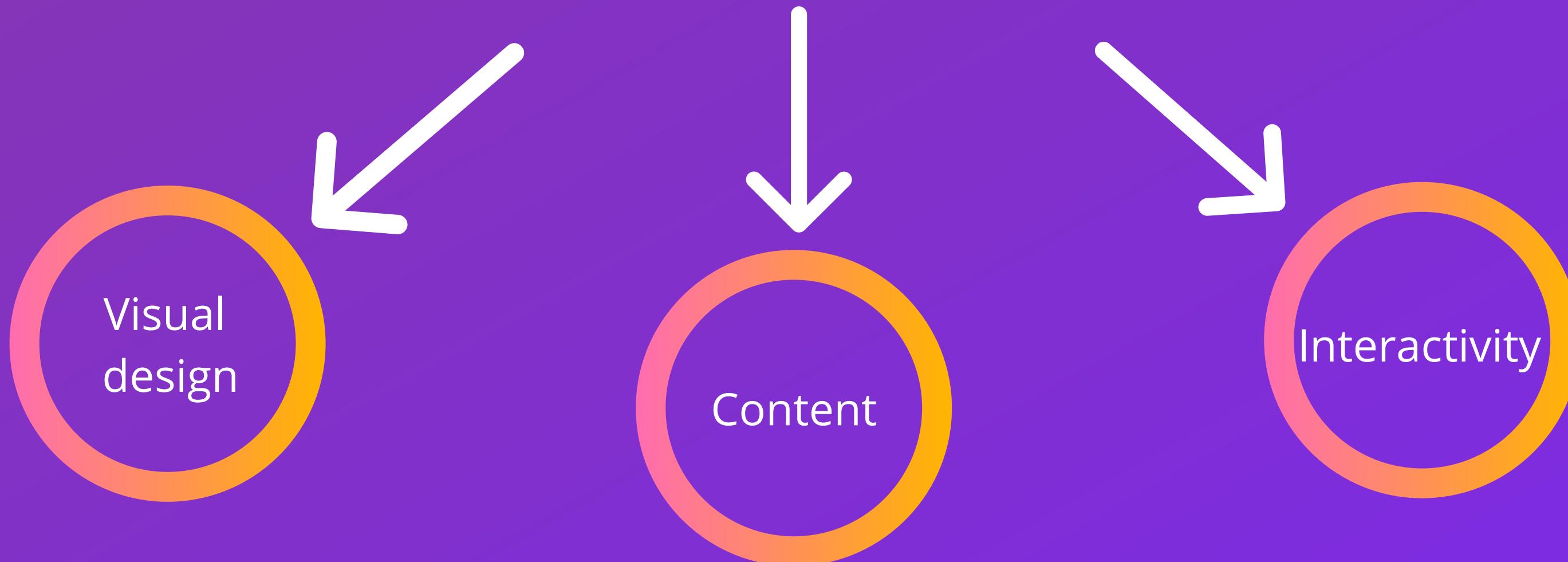


Horizontal/Vertical Prototype

What is Fidelity?

The fidelity of a prototype refers to how it conveys the look-and-feel of the final product (basically, its level of detail and realism).

Fidelity can vary in the areas of:



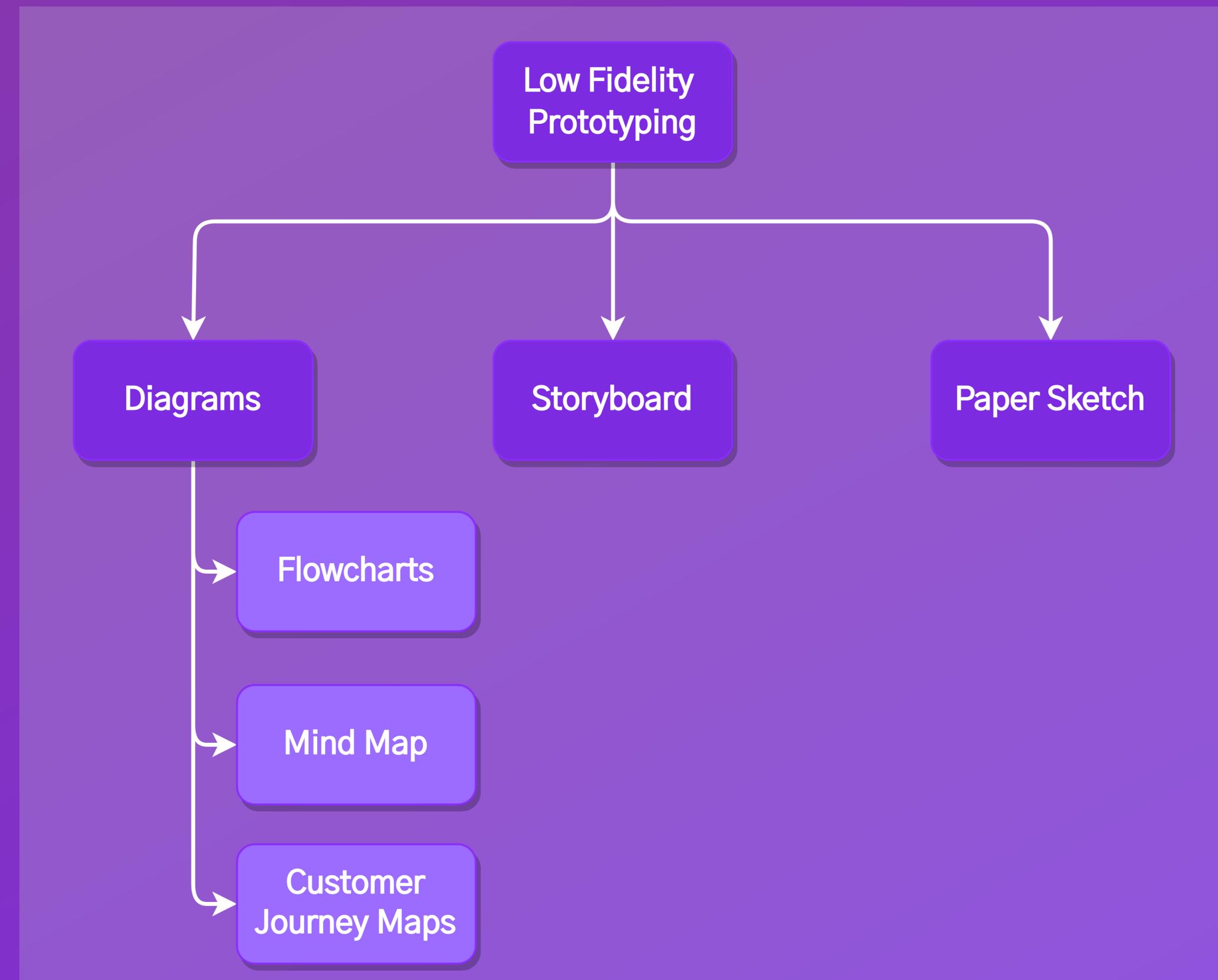
Low-Fidelity User Prototypes

Low-fidelity prototypes are often paper-based and do not allow user interactions

- Essentially an interactive wireframe (doesn't look real).
- Created by interactive designers to test the workflow.
- Simulates process to identify usability issues early.

Without the pressure of making every page linked, clickable, and interactive, we can worry less about the more technical parts of prototyping and spend more energy on ideation.

Methods of Low-Fidelity Prototyping

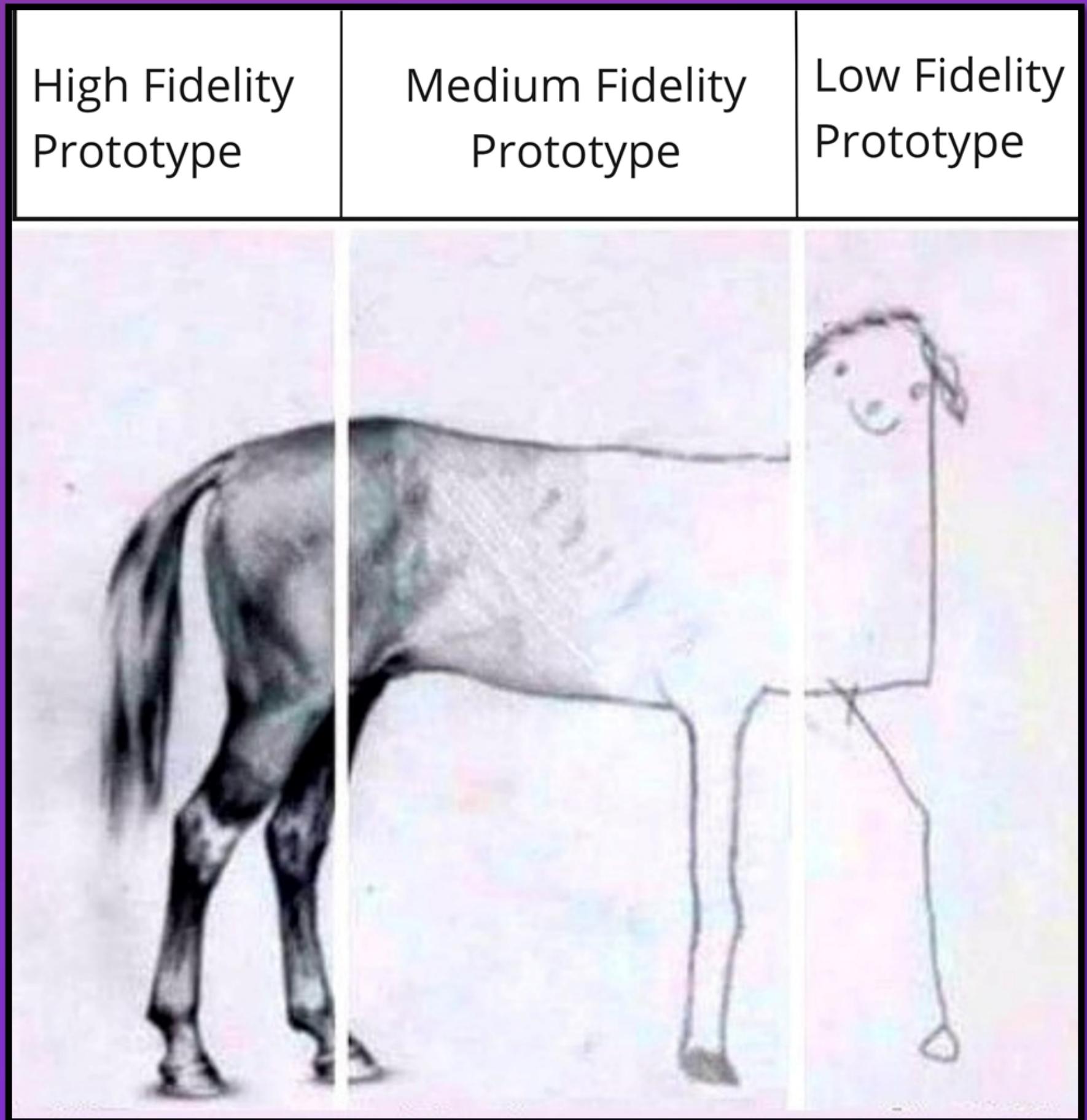


Pros & Cons

- Inexpensive
- Fast
- Collaborative
- Clarifying



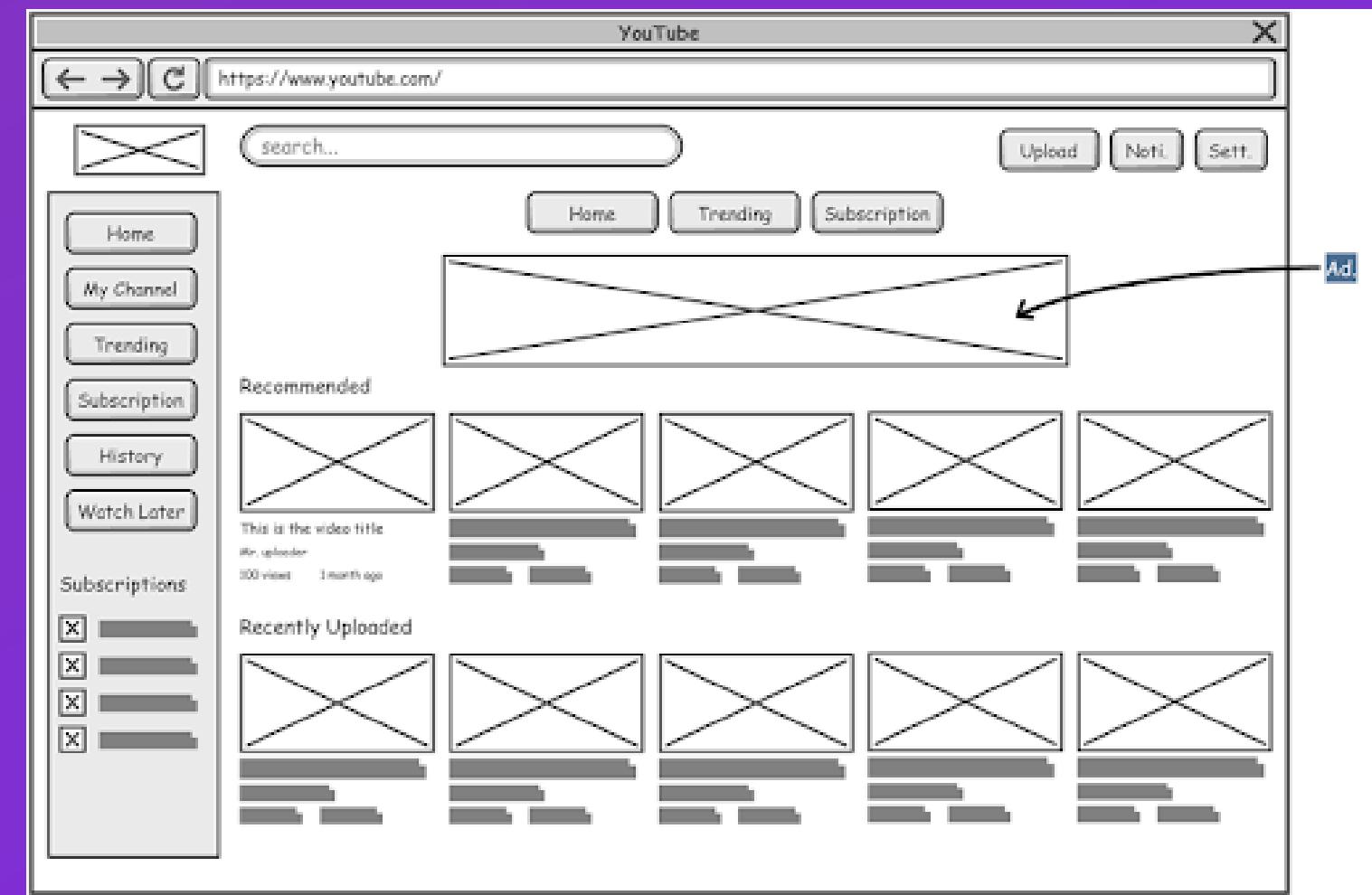
- Uncertainty during testing
- Limited interactivity
- Low precision
- Lots of unnecessary elements



Medium Fidelity User Prototypes

A medium fidelity prototype is a prototype with limited functionality but clickable areas which presents the interactions and navigation possibilities of an application.

- Mid fidelity prototype allows you to go through the conceptual stage to the implementation stage fast.
- The Mid fidelity prototype also gives more flexibility, exploration, and creativity during the implementation stage.
- Mid fidelity prototype provides vital interactions of the final solution.



Pros & Cons

- Fast conceptualization and implementation
- Gather insights to improve solution
- Vital interaction
- Time consuming
- Limited functionality
- Costlier





Adding a meme to
the ppt for humour



Adding a meme to
the ppt for setting
up context and
humour



Adding a meme to
the ppt for filling
up space

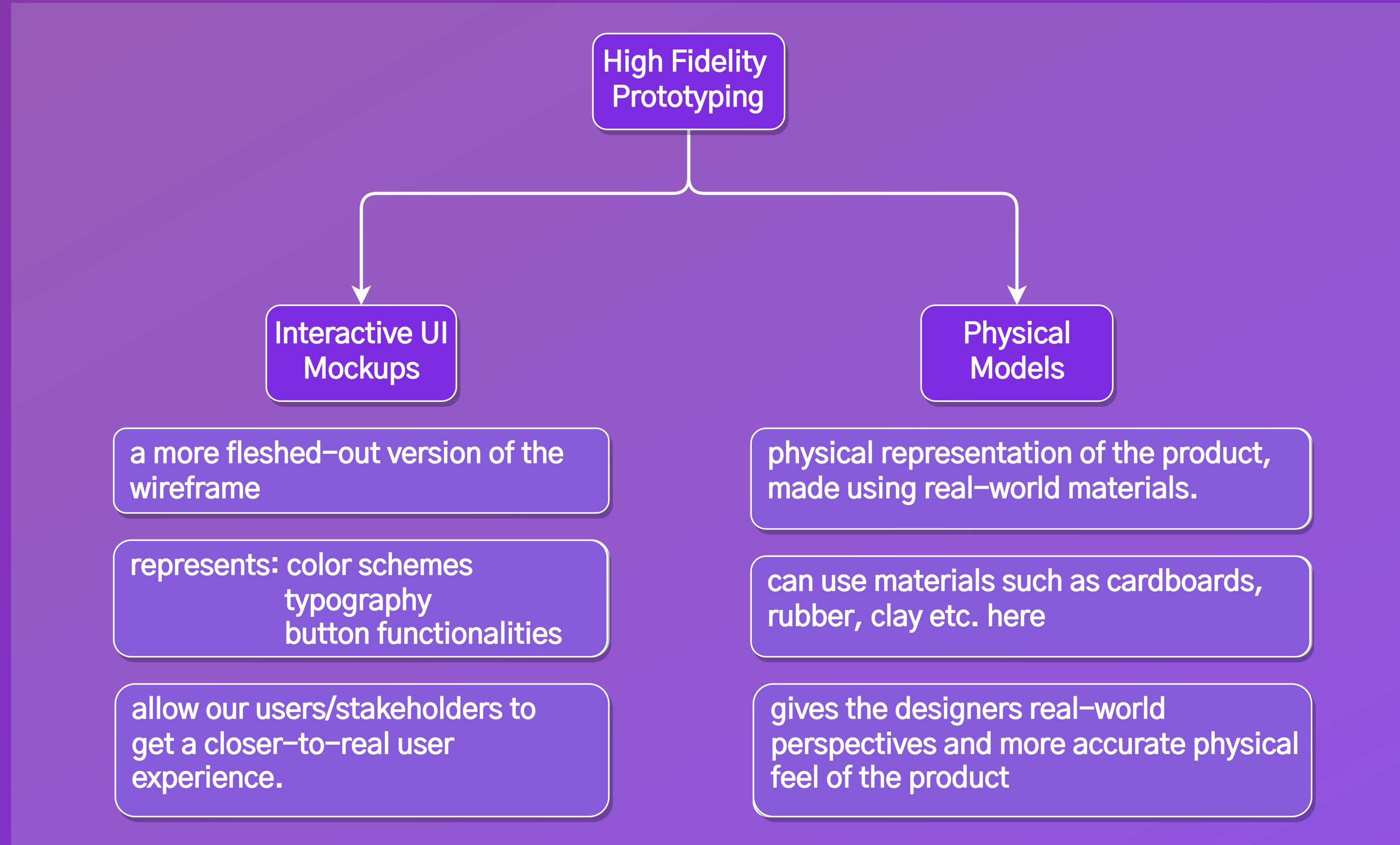
High-Fidelity User Prototypes

High-fidelity prototypes are often detailed and very close to the real product

- Realistic looking, working simulation.
- Good for communicating a proposed product to stakeholders.
- Used in defensive user testing, not to see if they'll like it, but to learn if they won't.

If desired, a high fidelity prototype may include exactly the same content as the final version of the app or desktop software. This will provide testers with a much more detailed and convincing experience.

Methods of High Fidelity Prototype

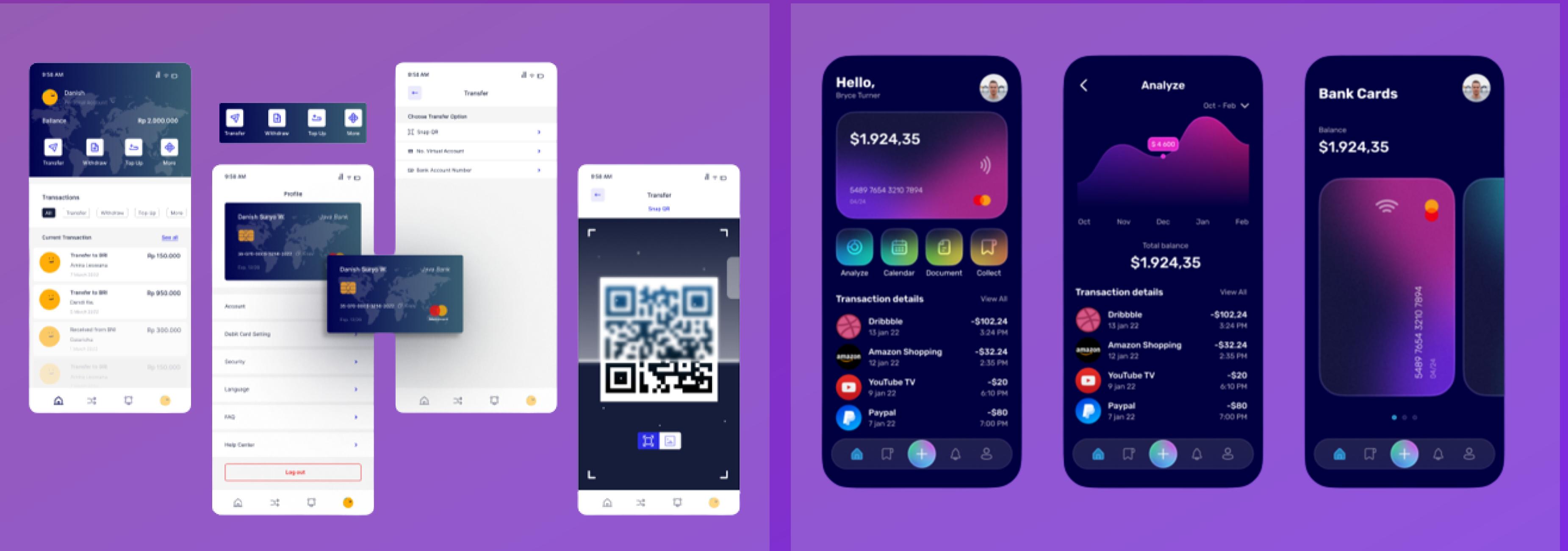


Pros & Cons

- Meaningful feedback during user testing
 - Testability of specific UI elements
 - Easy buy-in from clients and stakeholders
 - Higher cost
 - More resource intensive
 - Time consuming to modify
- 

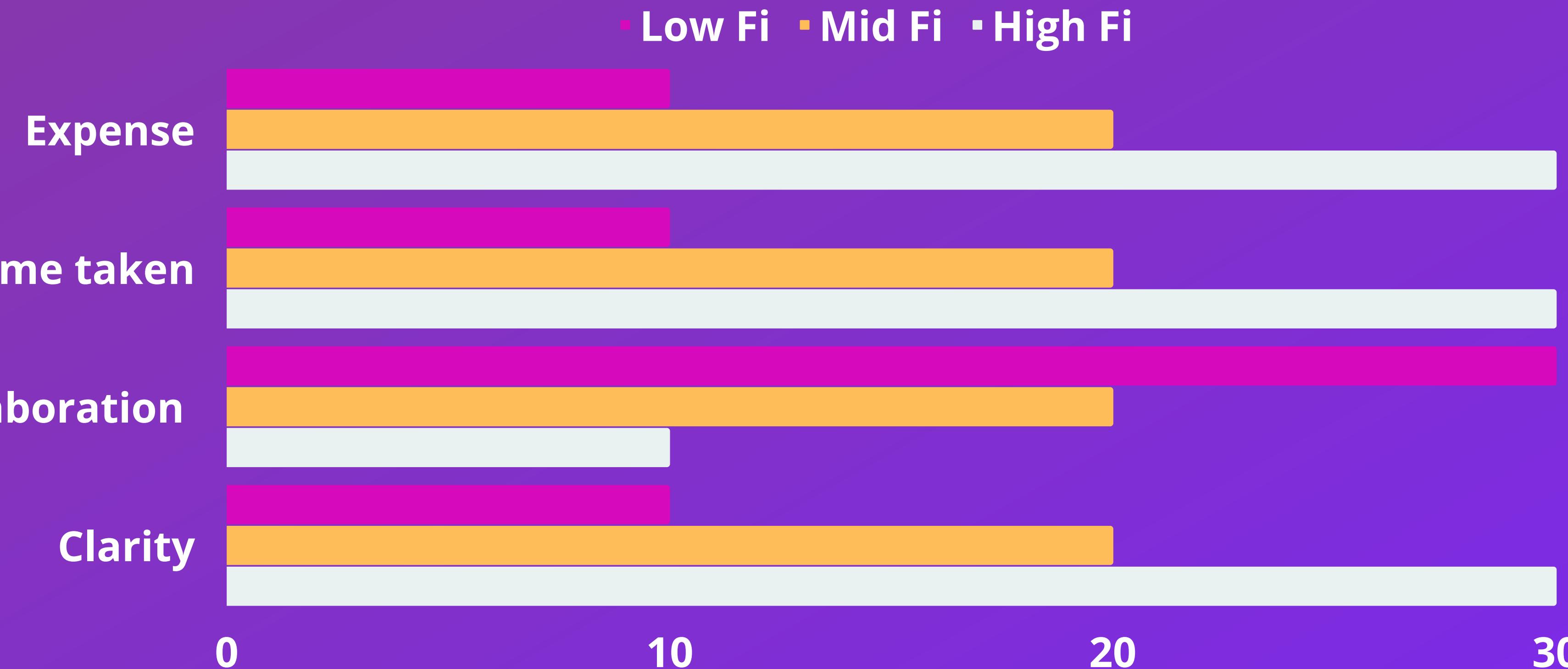
Figma Models

(collaborative space models)



<https://www.figma.com/community/file/1083355175113002462>

Comparison Between Different Fidelity Prototypes



Developers during low fidelity prototyping



Reality can be whatever i want

Developers when they do high fidelity prototyping

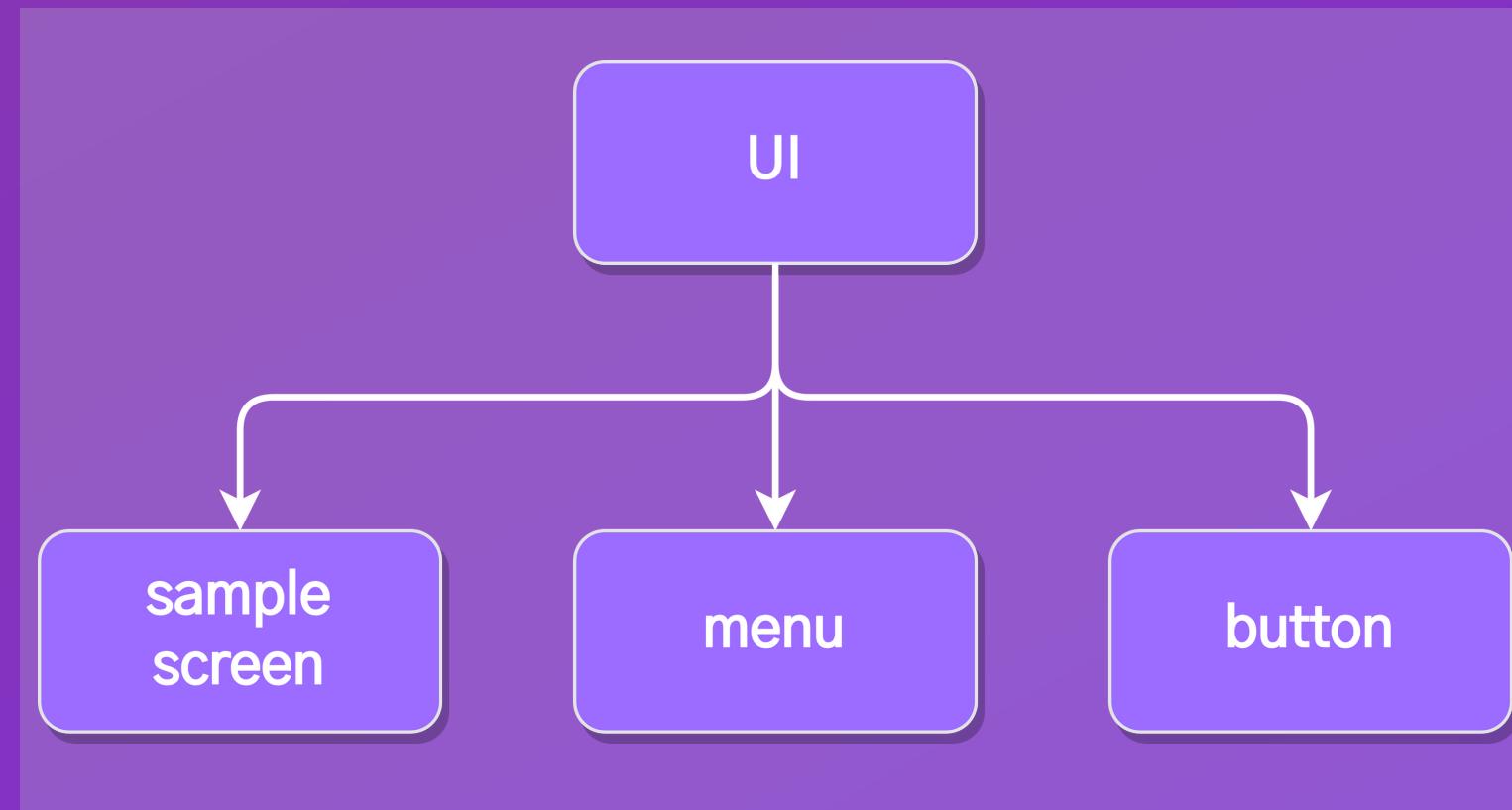


Reality is often disappointing

Horizontal Prototypes & Vertical Prototypes

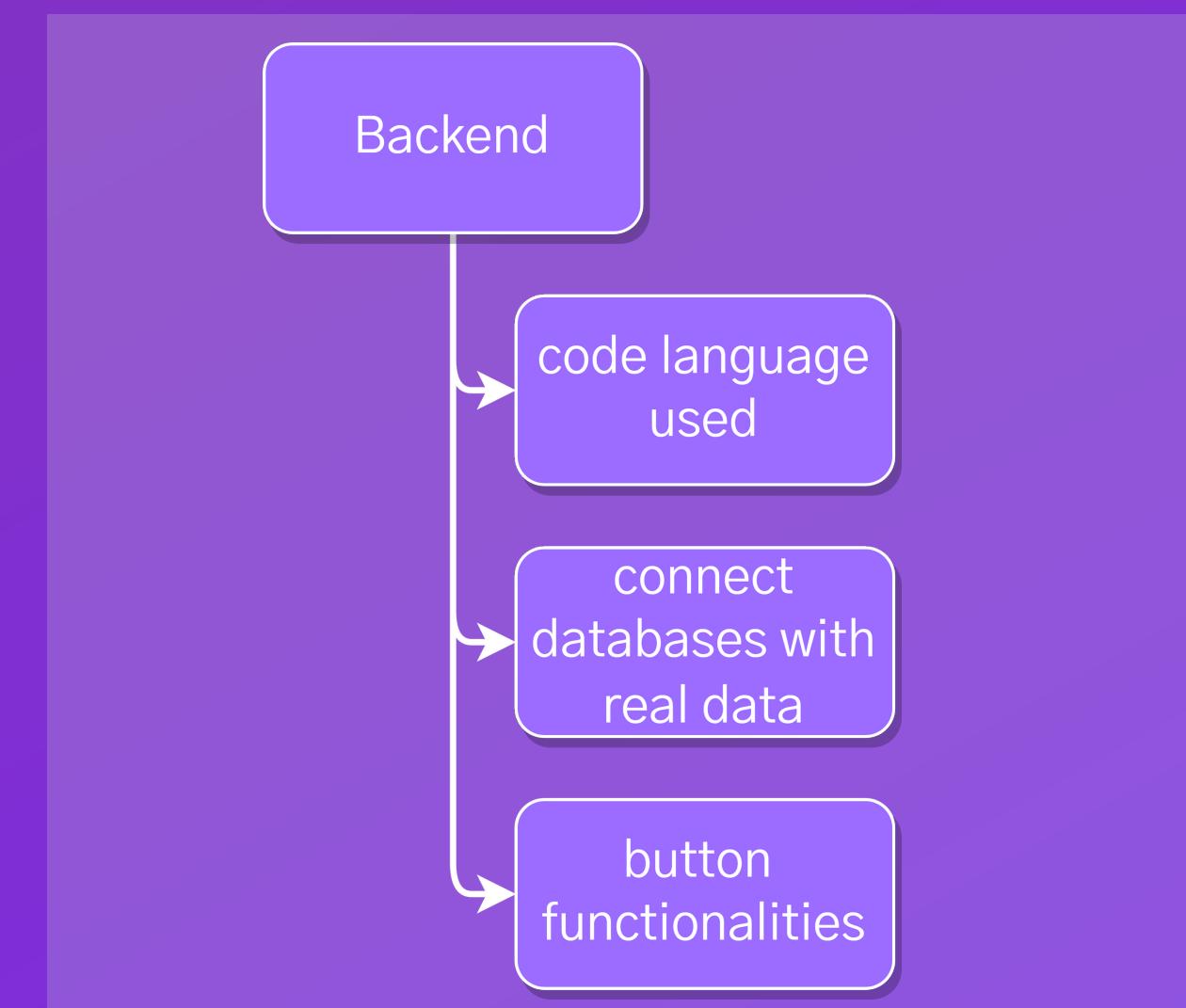
- Horizontal prototypes are most often used during the early stages of analysis.
- They give a broad view of the application.

Eg:

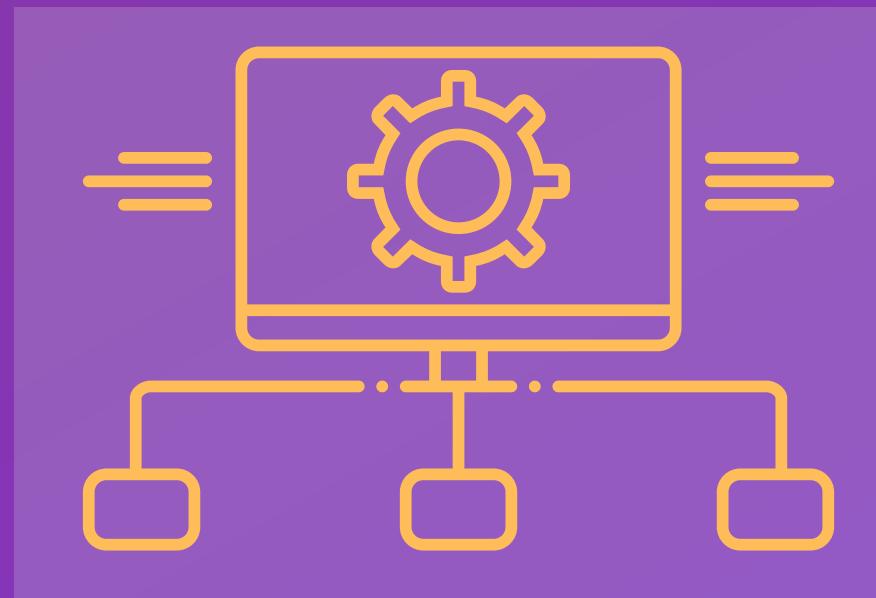


- Vertical prototypes are used in the later stages of analysis and design to drill elaborate on specific features.
- They give details of a feature one at a time.

Eg:



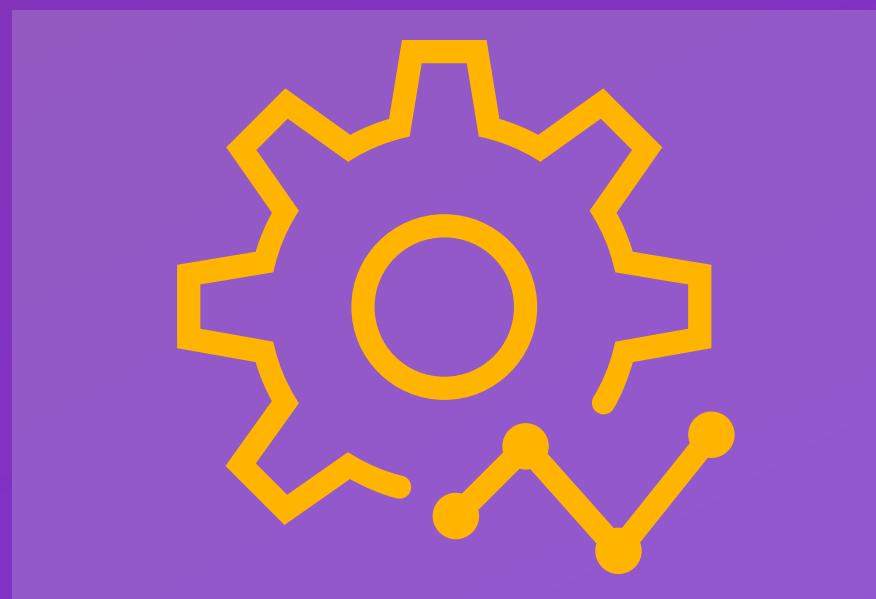
Qualities of a Good Prototype



Representation



Precision



Functional

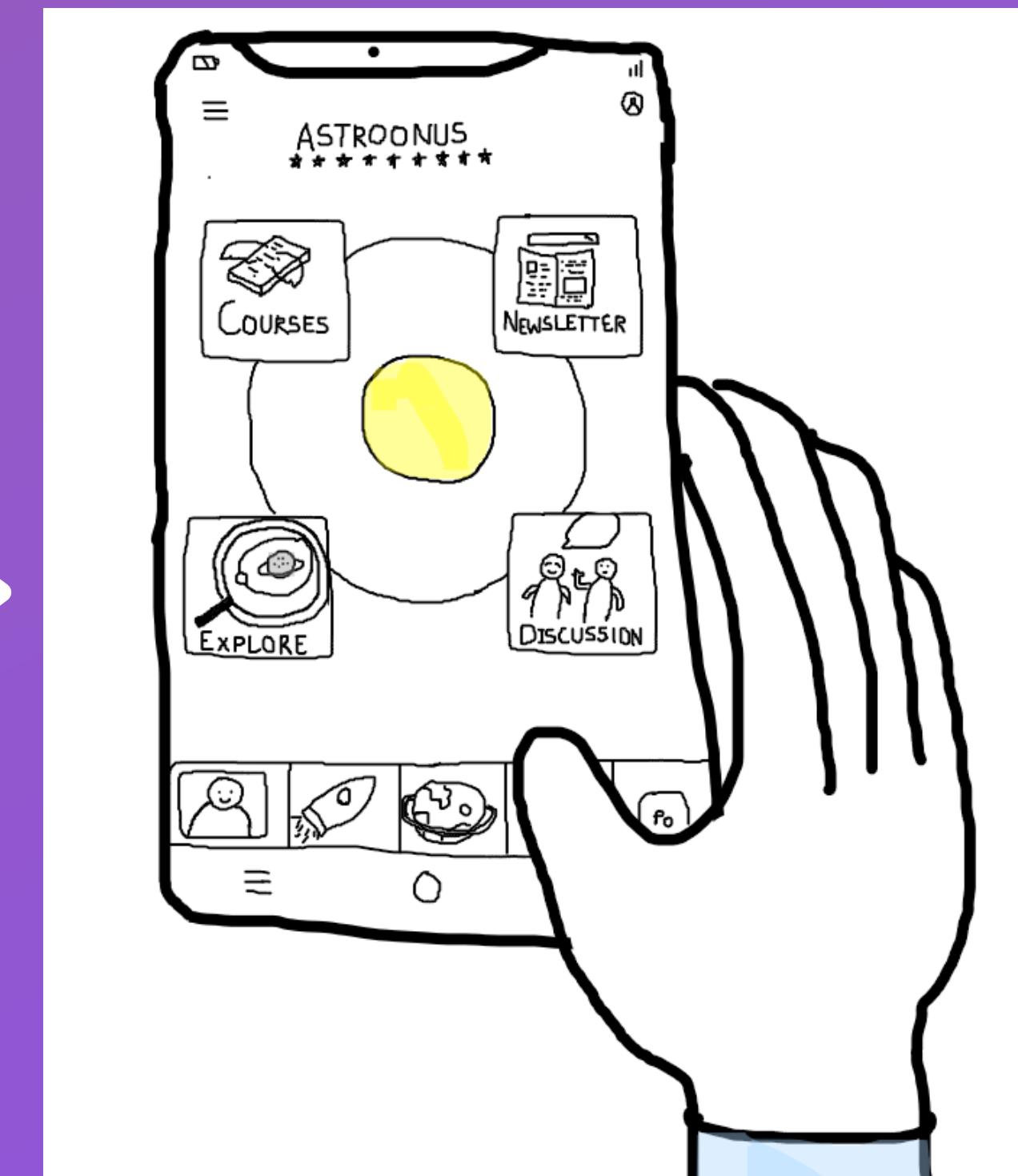


Improvisation



Demonstration

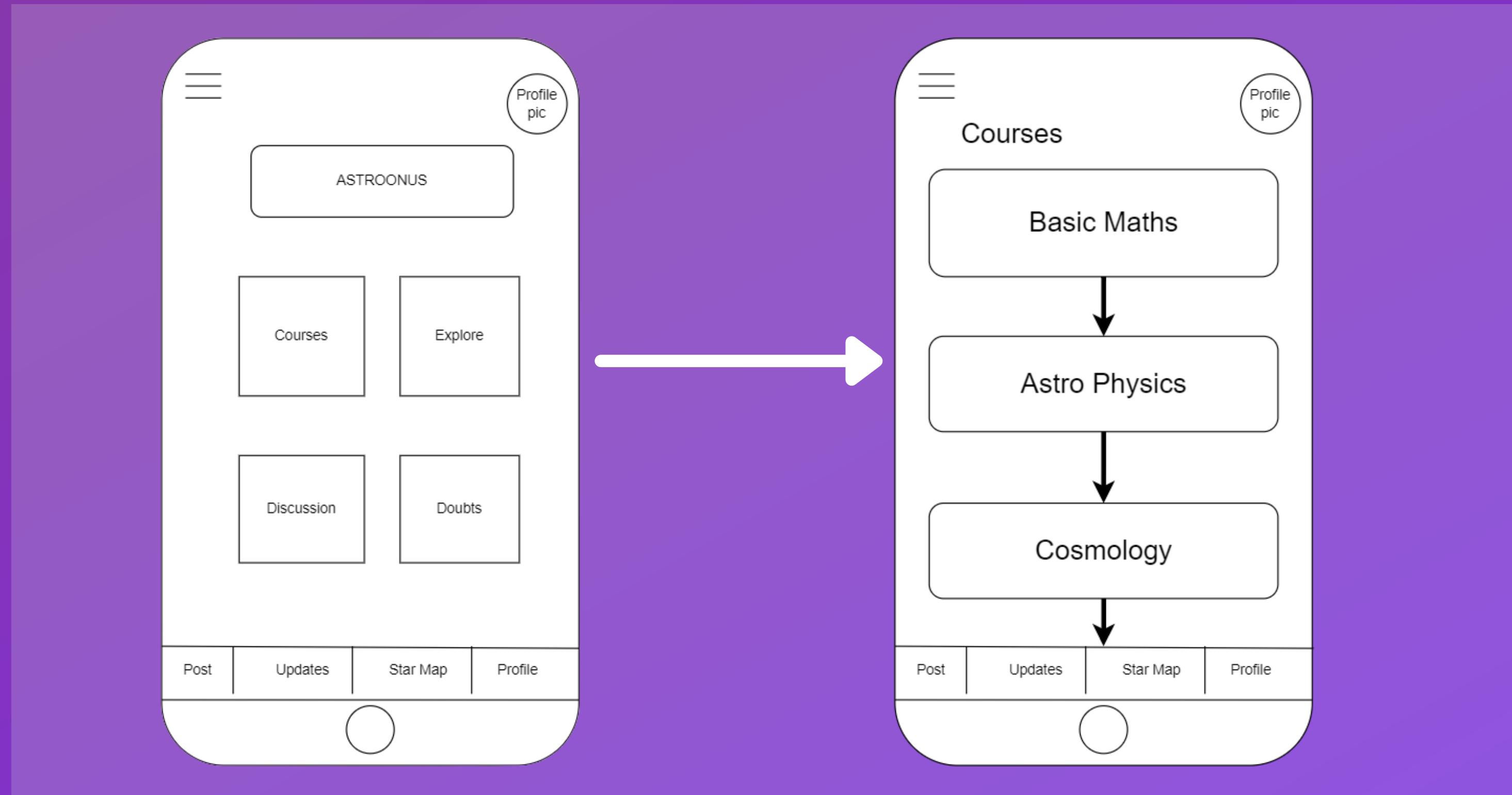
Paper Sketch





Demonstration

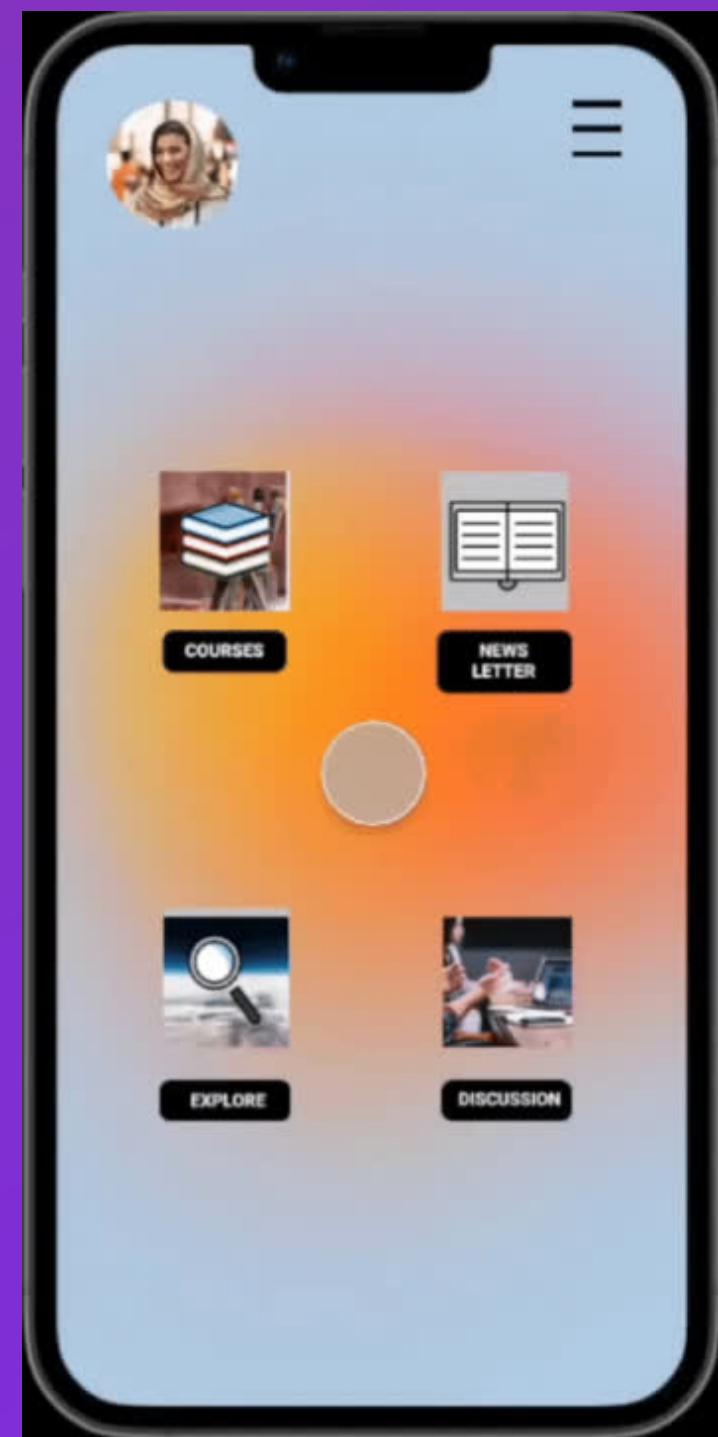
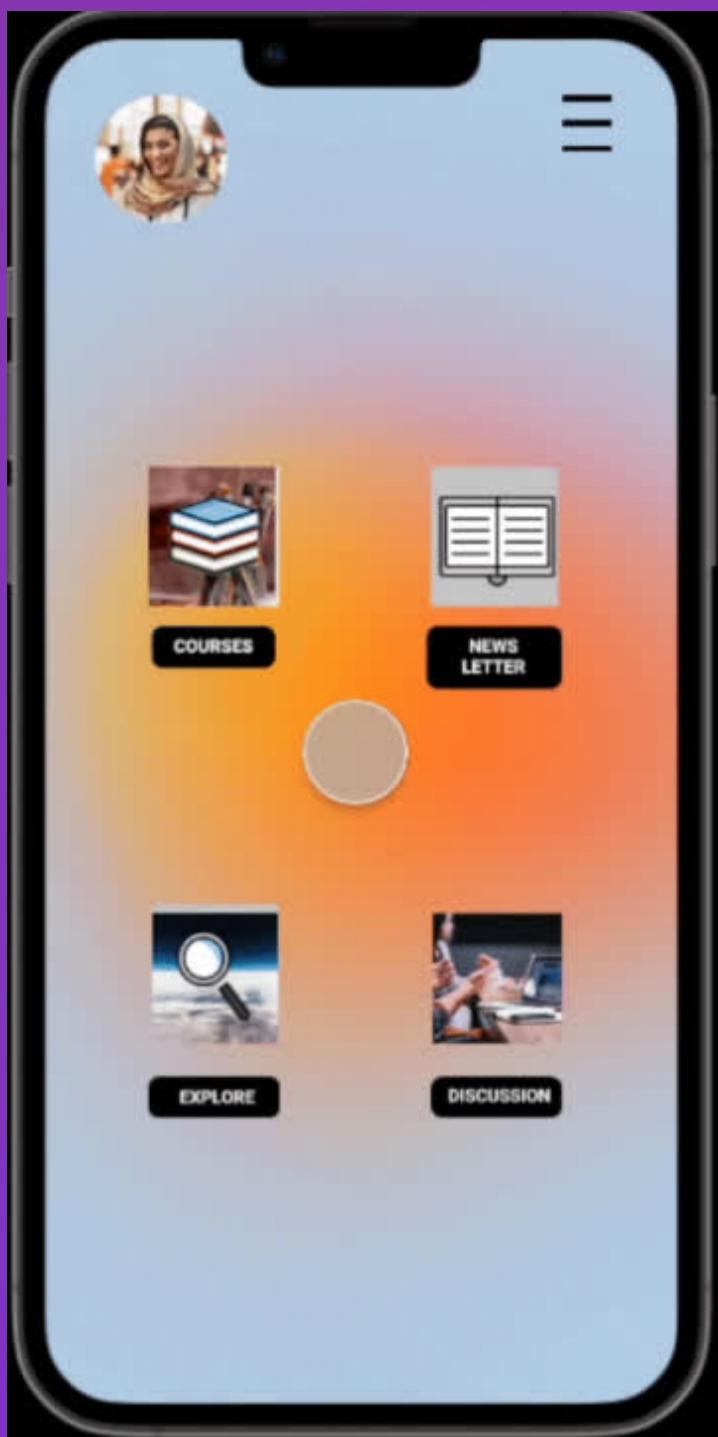
Wireframes



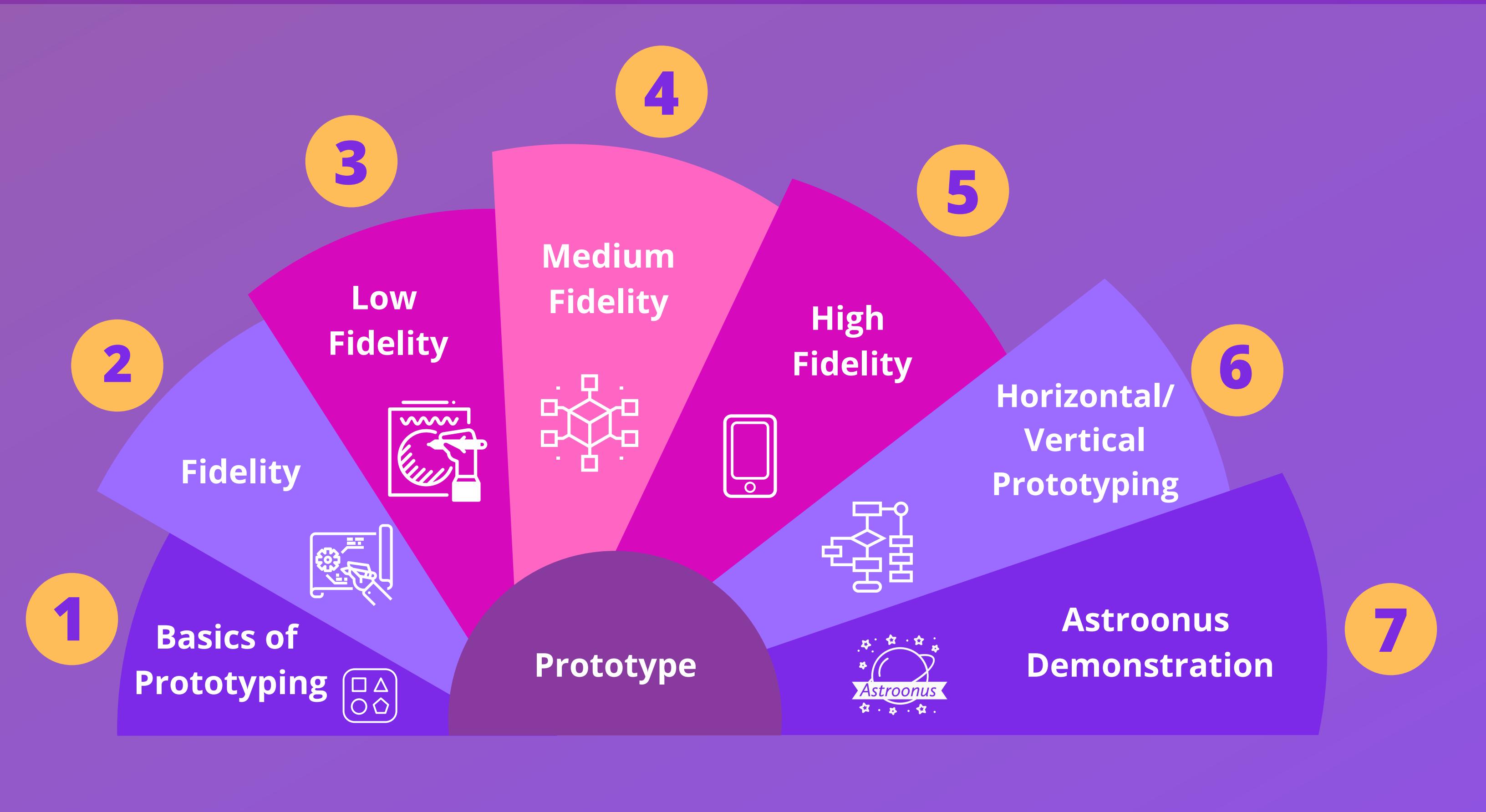


Demonstration

Figma Mid-High Fidelity Prototype



Summary



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Sources

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