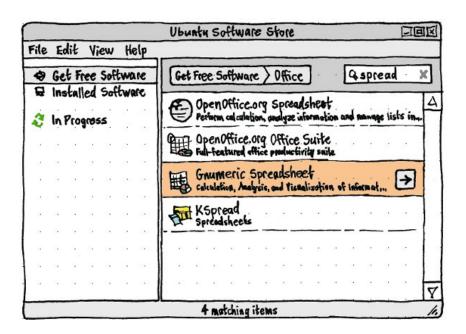


# **Prototyping**





## Purpose





#### **Benefits**





# Low Fidelity (Io-fi) Prototyping

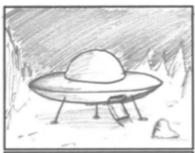




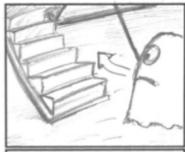
#### Storyboards

ATTACK FROM MARS

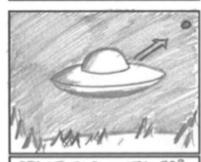
TITLE SCREEN
FADE IN FROM BLACK



SPACE SHIP ON SURFACE OF MARS



ALIEN ENTERS INTO



SPACE SHIP HOUERS FOR A MOMENT AND THEN FLYS TOWARDS A DISTANE EARTH



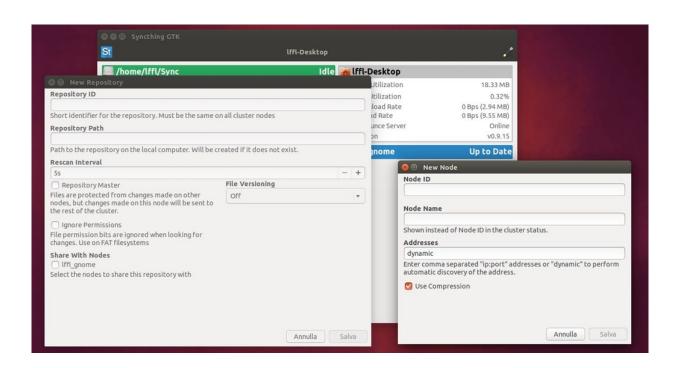
SPACE SHIP FLYS OVER CITYSCAPE



PERSON ON GROUND SPOTS SPACE SHIP

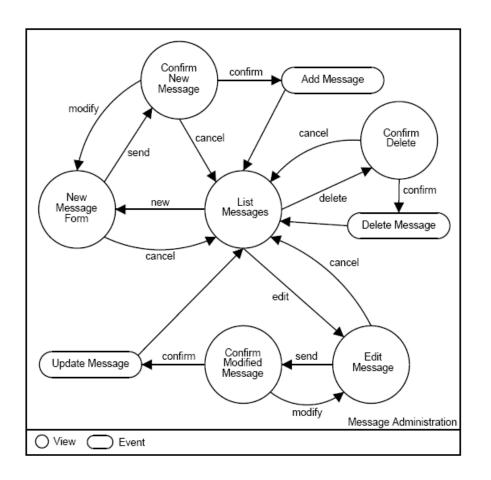


# High Fidelity (hi-fi) Prototyping





### Screen Flows and Layouts



	New message  Title:  Publ. start:
	Publ. stop:
	Recipient:
	Preamble:
	Text:
	Submit Clear
Sent messages	
Title Author	Publ. start Publ. stop Recipient [edit] [delete]
	[edit] [delete] [edit] [delete]
	· :
	:
	Confirm
	(formatted message)  (action)  Confirm Cancel

#### Other Prototyping Techniques



- System mock-ups
  - Fabricated devices with simulated controls



- Wizard of Oz
  - Human behind the scenes simulates system actions



- Video prototype
  - Great for selling



- Computer animation
  - Automatic simulation



#### Scott Ambler's Prototyping Tips

- Work with the real users
- Get your stakeholders to work with the prototype
- Understand the underlying business
- Only prototype features that you can actually build
- You cannot make everything simple
- It's about what you need
- Get an interface expert to help you design it
- Explain what a prototype is
- Consistency is critical
- Avoid implementation decisions as long as possible
- Small details can make or break your user interface



#### Next

Principles, guidelines and heuristics