Introduction to Prototyping

UX506

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Interaction design prototype: A representation
of a design, made before the final solution exists.

-Bill Moggridge

Why Prototype?

- You often don't know how exactly the system should work.
- Engineering and software development are expensive and time-consuming.

Prototyping enables testing of and receiving feedback on…

- Overall design concept
- Functionality of different components of a system
- User interactions
- Layouts
- Fine-grain design details like fonts and color schemes

Each prototype is intended to answer one or more **questions to help designers make decisions** needed to advance their design.
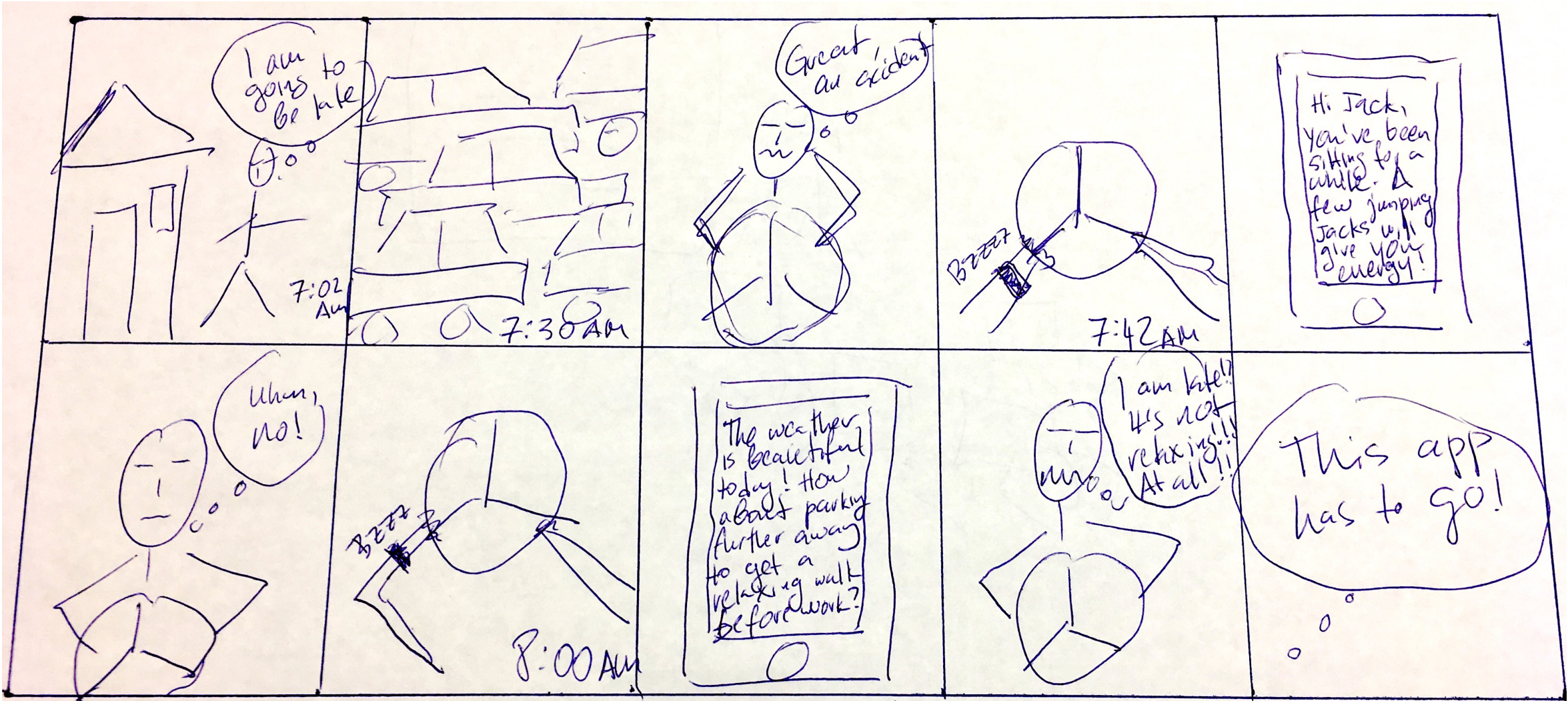
Types of Prototype

Storyboard: visual story about the technology concept and how it is used.

Sketch: visual ideation around different approaches and options.

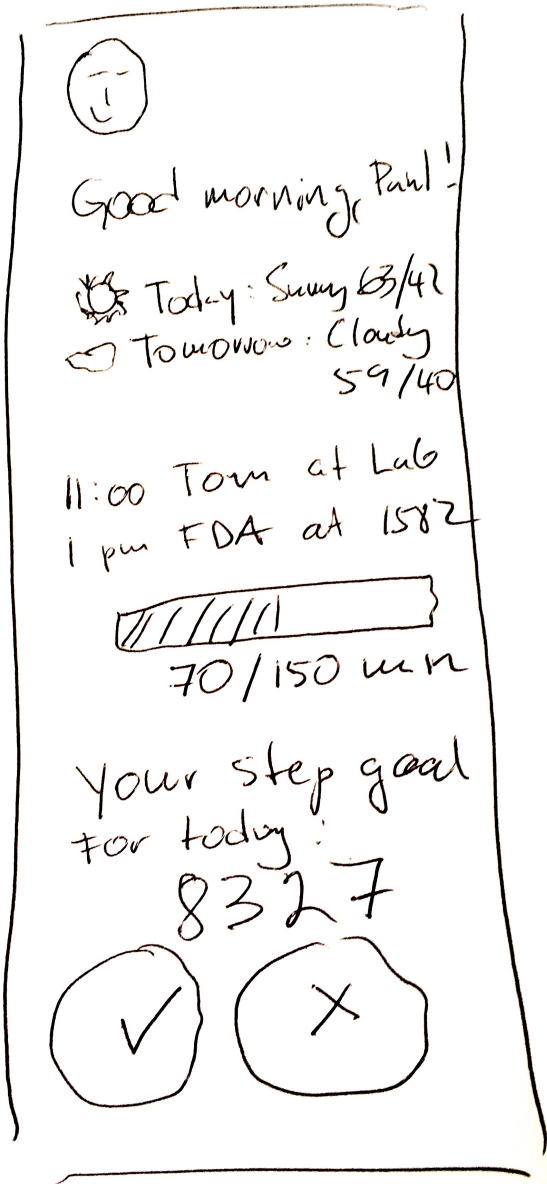**Wireframe**: visual representation of individual screens of the system.

Interactive Prototype: captures multiple states of a design transitions among them.
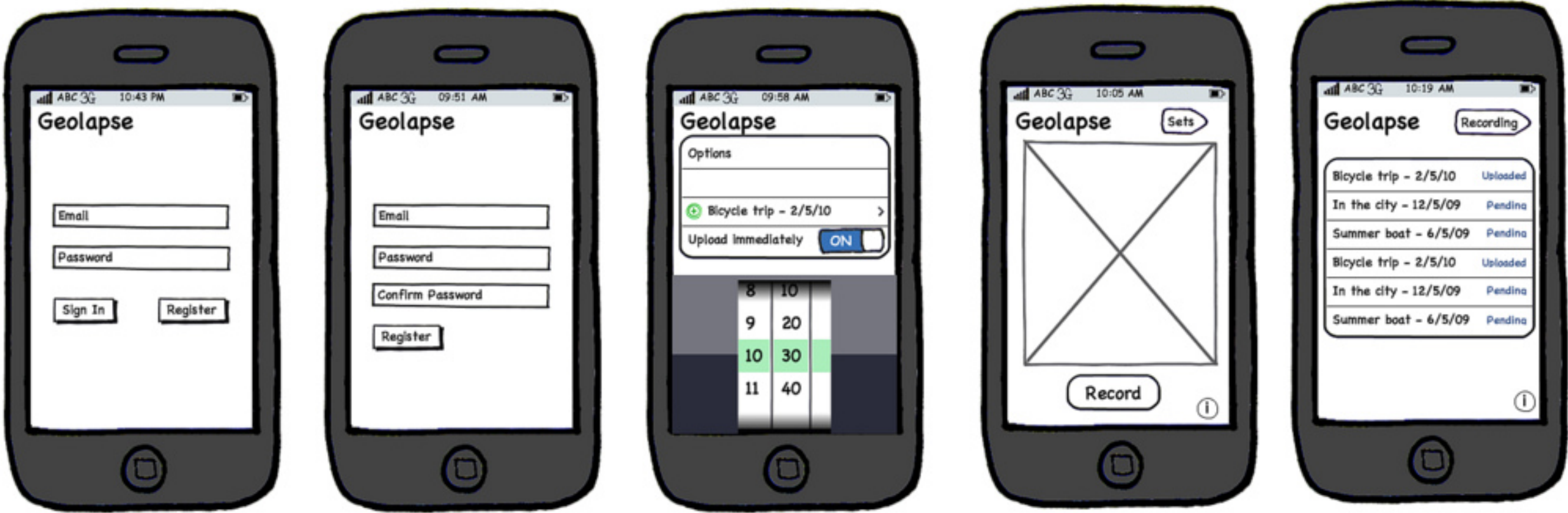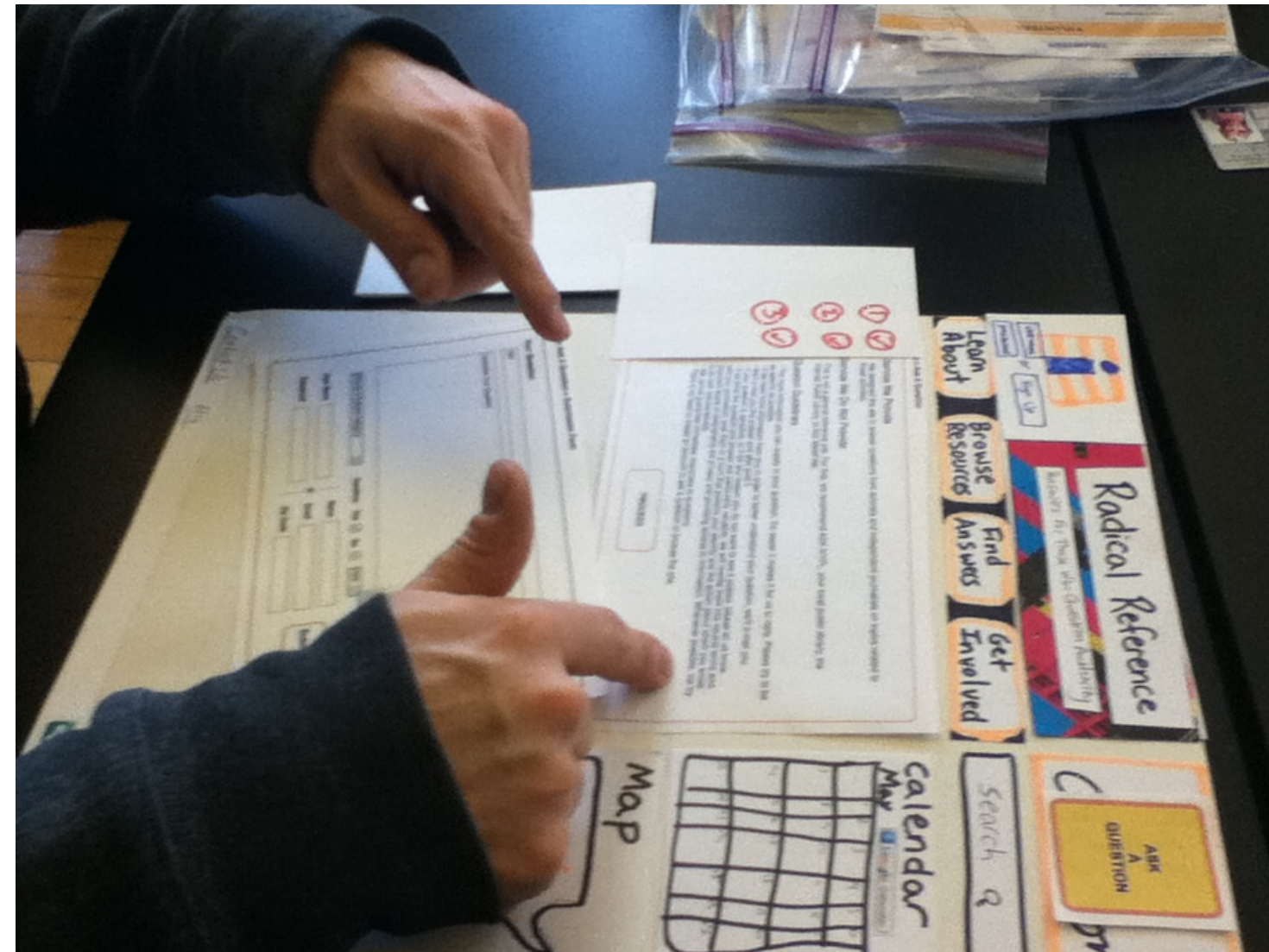
Storyboard as a Prototype

Sketch as a Prototype

Wireframes

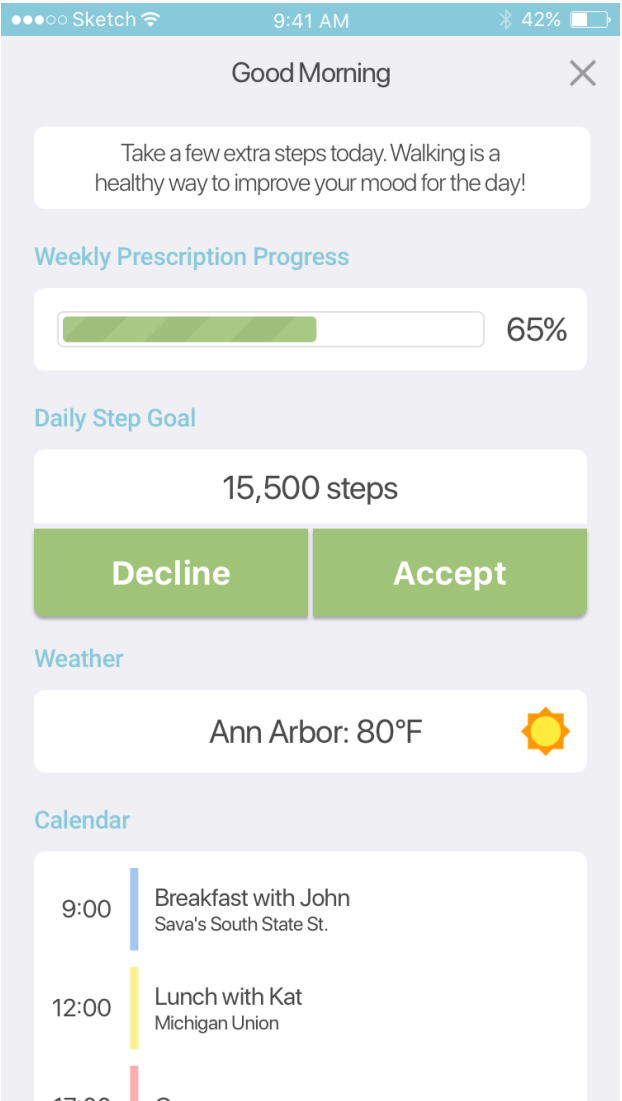created with Balsamiq Mockups – www.balsamiq.com

https://www.flickr.com/photos/neufuture/4370192483

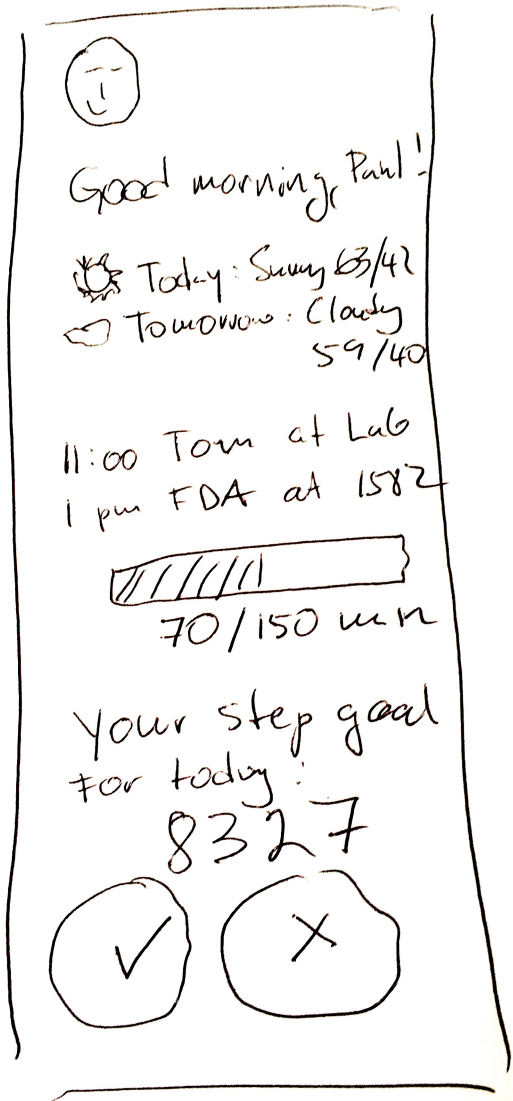# Interactive Prototypes

https://www.flickr.com/photos/crapavalanche/5651661300

Prototype Fidelity

Prototyping maximizes the number of times you get to revise and refine your design before committing to code.