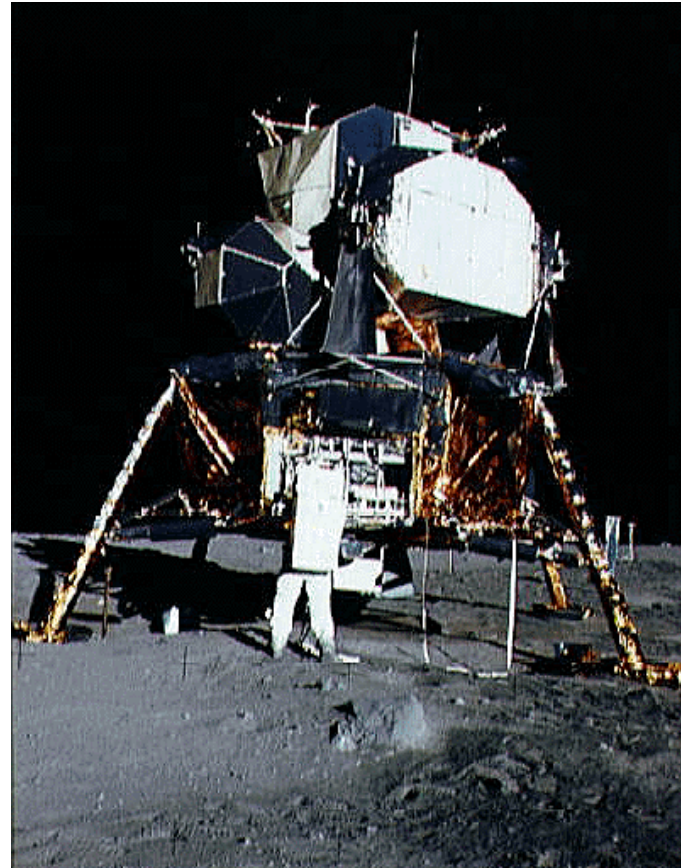


Prototyping

- What is prototyping?
 - Development limited representations of a design
 - Trying out ideas
 - Iterating through several version of design
- Why is it useful?
 - Communicate design ideas to stakeholders
 - Encourages reflection in design
- Levels of Fidelity

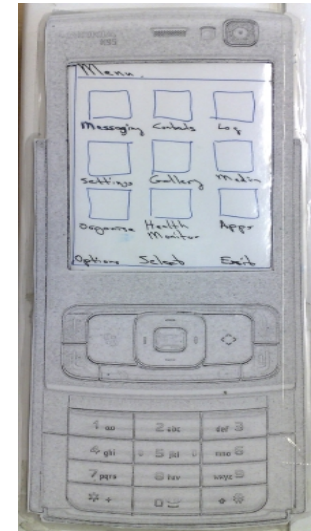
Paper Prototyping

- Low-fidelity prototype
 - Cheap
 - Quick
 - Representing some main features of a system
 - Examples (Lunar Module)



Mobile UI design – Paper prototype

- IMS ARCS
 - Designing next generation mobile phone services
 - Paper prototyping: core tool in the design mobile phone interfaces
 - Can easily map entire UI
 - Prototyping services for different devices
- Saves time = Saves costs
- Case study: http://www.id-book.com/downloads/Casestudy_11point2.pdf



- Medium fidelity
 - Tests some but not all system features
 - Reasonably cheap
 - Video prototype examples
 - Nomads
 - Luff Library

- High fidelity
 - More expensive
 - More time consuming
 - System close to its final design

Prototyping tools

- Macromedia director
- Flash
- Pure Data PD
- XHTML, PHP, MYSQL, ASP
- 3D studio
- Omnigraffle
- Mockapp
- Keynote / powerpoint
- Arduino



The [arduino] object works with the Firmata firmware for Arduino (previously known as Fduino firmware). [import hardware mapping](#)

