Prototyping

Prototyping is essential for getting one's point across in a technical and practical environment. Prototyping should document the changes and evolution of your project as it encounters real world situations. It blossoms from an idea then develops from something imaginary and intangible into something that is very real and practical(in the sense that it functions properly).

This makes a lot of sense, you can start off with a thought but it can be difficult to convey its usefulness and purpose to others when no one has the same image of what you are imagining. You then draw your concept, this is a good start but even this has its fall back, what materials will be used what will happen when people interact with these? So we continue evolving our prototype to a physical tangible form. This is a baby prototype and is of a low fidelity, the material is just to give it structure but you can analyse this piece and fix technical and physical issues. This is the whole point of prototyping. There are different qualities of prototype in reaching your ideal final goal. Low fidelity prototypes are great for giving your audience a basic shape and concept of the physicality of your piece.Low fidelity prototypes are made from materials that are simple, easy to make or easy to get. It is cheap to produce these low fidelity prototypes however their efficiency is not optimal because of the low quality of their materials, hence their name.

Then there are the high fidelity prototypes. These high fidelity prototypes are sturdier, hardier and will stand up better to testing. It is basically the beta mode. This high fidelity prototype will look and react more like the final project than the previous prototype. Prototyping is key to identifying problems in a physical way and to be able to discuss them with your peers. It makes it clearer for everybody to understand. Being able to identify problems correctly is another crucial step in designing your final work.

The author stresses the importance of creating prototypes in the goal of understanding what it is you want to create. The second aspect that the author brings up is the usefulness of testing and improving a prototype.The third aspect that the author brings up is the reason for your prototype which is to help you communicate your intent to others. Finally, prototypes are useful in advocating your ideas by making them into something tangible.