**What is prototype?**

Prototype is a visual presentation or an actual working application to show how your application or product will work and what it does as an application or product and what does it feel. Prototype can be in a form of sketches, wireframe, mockups, etc. It also has two classification: low-fidelity prototypes and high-fidelity prototypes.

**Difference between low-fidelity prototypes vs. high-fidelity prototypes (with examples)**

Low-fidelity prototypes are more of content oriented, meaning you will only showcase the main features of your product and visual elements are not really the main point. Low-fidelity prototypes are sketches, storyboards, mockups, wireframes, and paper prototypes. High-fidelity prototypes are more of the actual product, it shows how the product feel, the visual representation of the product and how it works. High-fidelity prototypes are early working model of the product, digital prototypes, and coded prototypes.

**Why is prototyping important?**

Prototyping is important because it gives the clients the rough idea on how your product will work. Making a prototype as early as possible gives you a feedback on what to work on more that will help you build an actual product. Prototype helps you to visualize the product that you want to make and improve it for the actual product.

References:

https://blog.adobe.com/en/publish/2017/11/29/prototyping-difference-low-fidelity-high-fidelity-prototypes-use.html#gs.gtsbh4

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