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Section C
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A guide to paper prototyping & testing for web interfaces:
        This article demonstrates how to effectively paper prototype, specifically for an app. The author argues that this is a fun and very efficient way of mapping out exactly how programmers design the look of their app, and how they meet those needs with their app development. It helps set a physical and tangible foundation for the developers. This is an entirely new concept for me, and I really enjoyed how beneficial this tedious step in the app making process actually is. I thought it was very interesting that they also input 2 troubleshooting screens for the times the app malfunctions. This is necessary and really demonstrates the attention to detail this task calls for.

Paper Prototyping: The 10-Minute Practical Guide:
        This interesting article expresses all the benefits of paper prototyping. Jake Knapp argues that this form of planning is very useful for "early-stage conceptualizing". I learned about the rehearsal aspect of this process, as the developers reenact users' actions in order to facilitate the most accurate program experience. I find the author's points to be very interesting as they gave a detailed account of just how to perfectly perform this action. I really enjoyed the article and am excited to do it myself, as I work better with pen and paper.