

Paper prototyping is a low-fidelity prototype. It allows to make prototype of a digital product interface without using digital software. The technique is based on creating hand drawings of different screens that represent user interfaces of a product. While this is a relatively simple technique, it can be useful when a product team needs to explore different ideas and refine designs quickly. This is especially true in the early stages of design when the team is trying different approaches.

It also has some problems associated with it. An additional person is required to conduct the test session. It requires at least two people to conduct the test. One person will be the facilitator that's helping the test participant walk through the design and the other person will be actually testing the app. Another problem is It is hard to convey complicated operations. these are less suitable for visually-complex or highly-interactive interfaces. This can be slower than the prototyping tools.