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Prototyping

- save time and cost; a major way of communicating the final design to developers; **model software applications to support the evaluation of design alternatives early in the product development cycle**
- vertical prototyping - cut down number of features (a narrow system)
test fewer features but in depth
- horizontal prototyping - reduce the levels of functionality (simulated interface, no real work can be performed)
- produce prototype is faster:
 - less emphasis on implementation efficiency
 - accept less reliable/poorer code quality
 - reduce program effort by ignoring special cases
 - human expert behind scenes to take over difficult back-end program
 - use a machine which supports more flexible prototyping, can be faster/more advanced than real system
 - low-fidelity media, represent the essential nature of the interaction
 - fake data/content
 - paper mock-ups
 - completely imaginary prototype
- Interactive prototype
 - PICTIVE, prototype activities
- Scenario
 - a user
 - computer facilities
 - specific outcome
 - special circumstances
 - over a certain time interval
 - good for early design stage; can be used for user testing