What is Prototype?

A prototype is a simulated expected output of the project or product, which allows developers to test usability and feasibility. The idea of prototype separate itself from sketches, wireframe, and mock-ups as the idea of “interactivity” is essential for a prototype (Babich, 2017).

What is difference between low-fidelity and high-fidelity prototypes?

Low-fidelity (lo-fi) prototyping is a fast and easy translation of high-level design concepts into tangible and testable artifacts. The first and most important role of lo-fi prototypes is to check and test functionality rather than the visual appearance of the product. On the other hand, High-fidelity (hi-fi) prototypes appear and function as similar as possible to the actual product that will ship. Developers usually create high-fidelity prototypes when they have a solid understanding of what they are going to deploy, and they need to either test it with real users or get final-design approval from stakeholders.

Give examples of low-fidelity and high-fidelity prototypes.

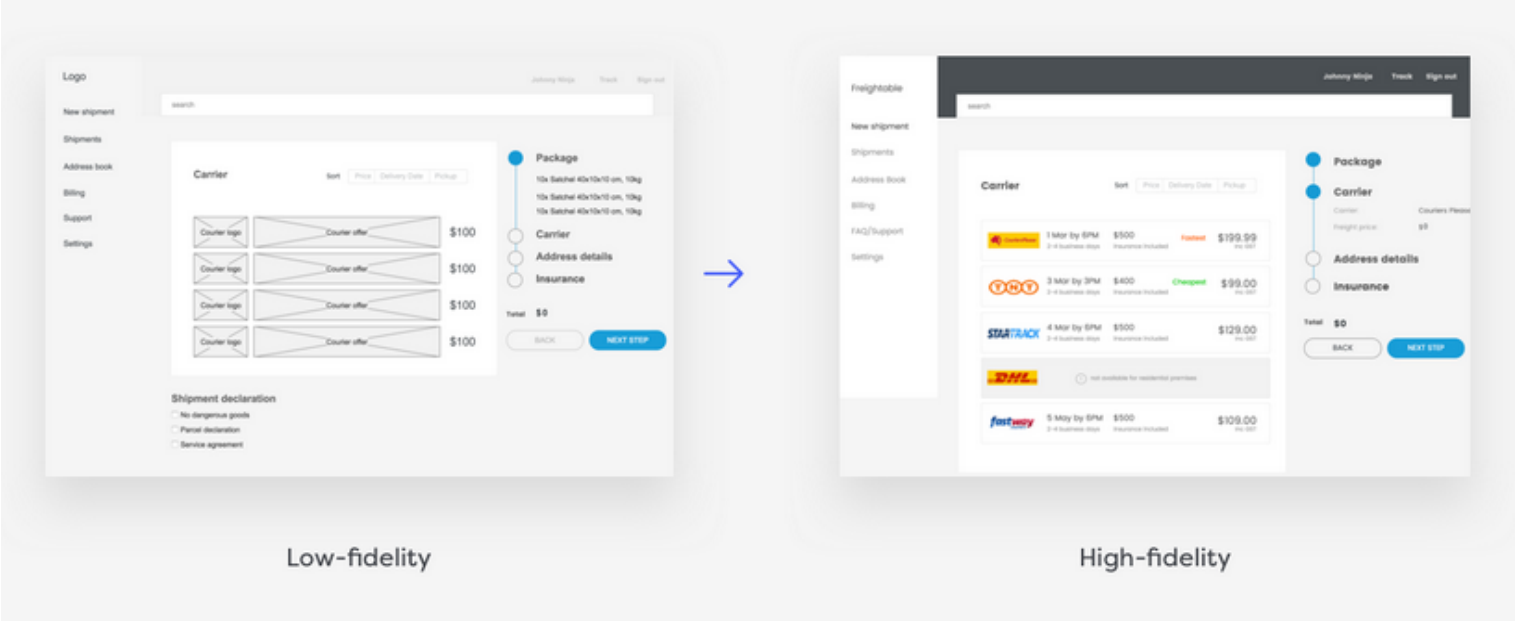

Figure 1a. (Pierzchała, 2018)

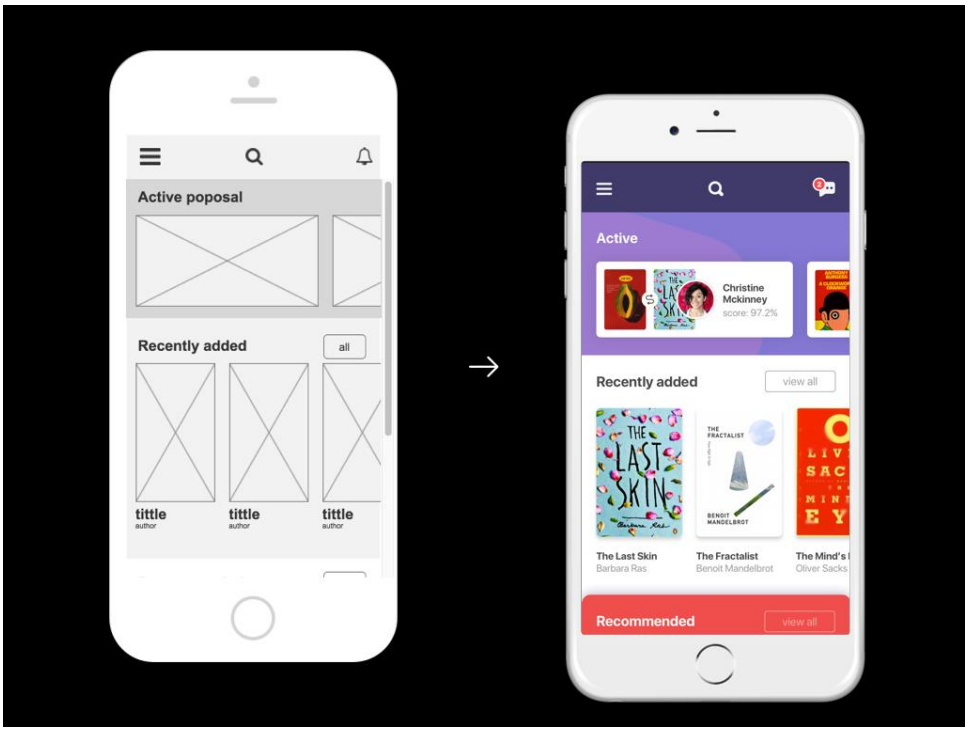

Figure 1b. (Pierzchała, 2018)

Why is prototyping important?

At the present time, User Experience design has growing rapidly, and it leads companies to put their competitors on edge, which made them successful than ever (Babich, 2017). Prototyping is playing a vital role upon design planning and creating successful UX. The four keys of prototyping are: **Evaluating and Testing the design**, **Clarifying Production Costs and Issues**, **Selling the Product of Others**, and **Patents** (Upton, 2010).

References

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