chapter – 6

Prototype

Design Thinking

The method describes a human-centered, iterative design process consisting of 5 steps

EMPATHIZE DEFINE IDEATE PROTOTYPE TEST

Design Thinking

A 5 Stage-Process

empathize | define | ideate | prototype | test
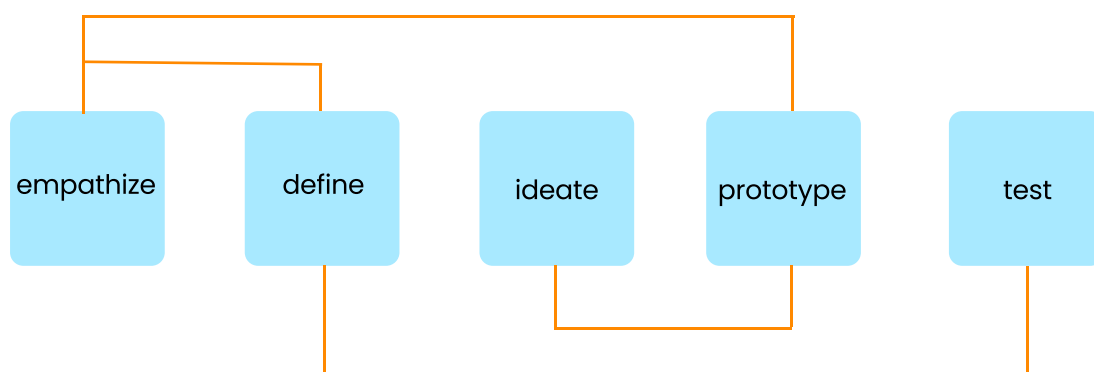
These stages are not always sequential. Designers will find the stages often occur in parallel and see repeated use on an iterative basis.

Over view

 In the Prototype phase of Design Thinking, your design team produce a number of inexpensive, scaled-down versions of the product or specific features found within the product so you can investigate the problem solutions generated in the previous stage.

A simulation or sample version of a f inal product, which is used for testing prior to launch. The goal of a prototype is to test products (and product ideas) before sinking lots of time and money into the final product

 A prototype can be almost anything, from a series of sketches representing different screens to a pixel-perfect prelaunch interface.
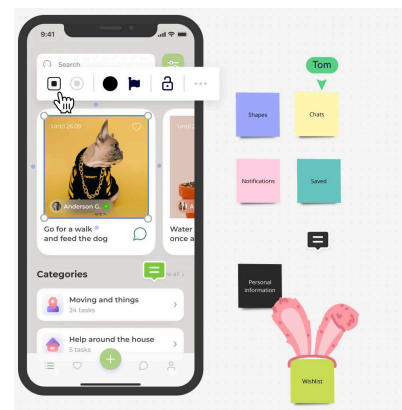
Wireframes

You start with this To visualise your ideas It's a first step to convert your data / flows into a design You can plan to place your your content and images. It can be done in paper
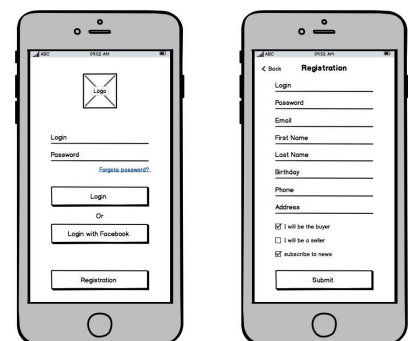
Mockups

It looks real app Created by designers Final outcome of the product Created using Design softwares like Figma, Sketch, XD and etc..
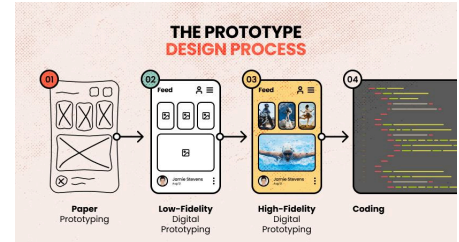
Mid-Fidelity Screens

Mid-Fidelity Screens of Matchify, a matrimony app, detailing design layout.

Prototype

Deals with interaction Handles the useability Helps the user to complete tasks. Sequence of wireframes are prototype. Can be done through Powerpoint, Keynote, Figma, Invision, and more
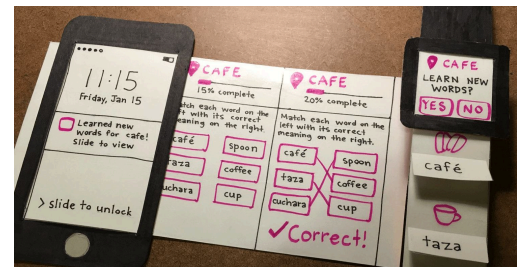

Prototype
4 main Qualities

1. Representation
2. Precision
3. Interactivity
4. Evolution

1. Representation
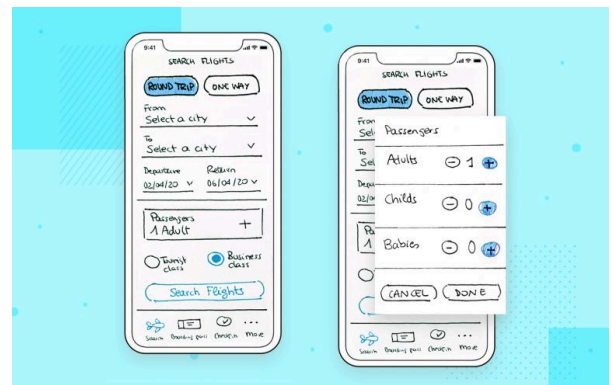## Prototype Qualities

The actual form of the prototype, i.e., paper and mobile, or HTML and desktop.
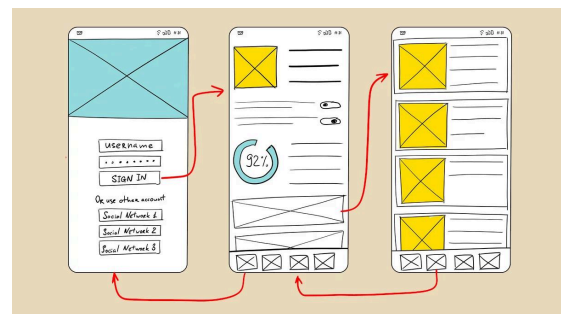

2. Precision
Ideation Characters

Be able to visualise a new picture of reality by turning abstract needs into tangible pictures or stories

3. Interactivity
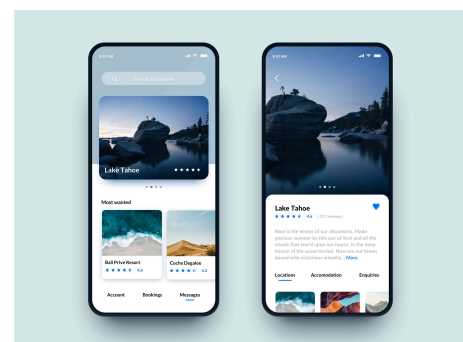## Ideation Characters

The functionality open to the user, e.g., fully functional, partially functional, or view-only

4. Evolution
Ideation Characters

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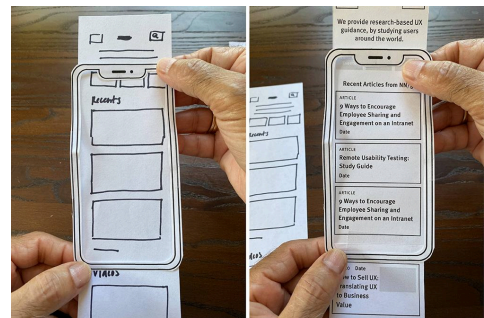
Prototype
3 Kinds of Prototypes

1. Paper
2. Digital
3. HTML

1. Paper Prototyping
Kinds of Prototypes

A practice that existed well before the Internet, paper prototyping works best in the early stages of design, mainly for testing product ideas.

It's as straightforward as it sounds- simple screens are drawn on paper and configured to mimic a digital interaction.
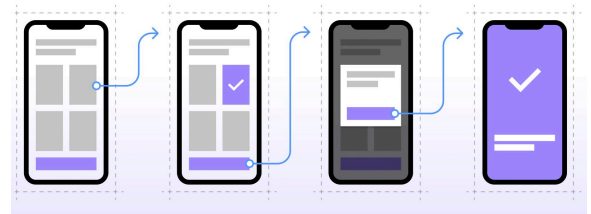

2. Digital Prototyping
Kinds of Prototypes

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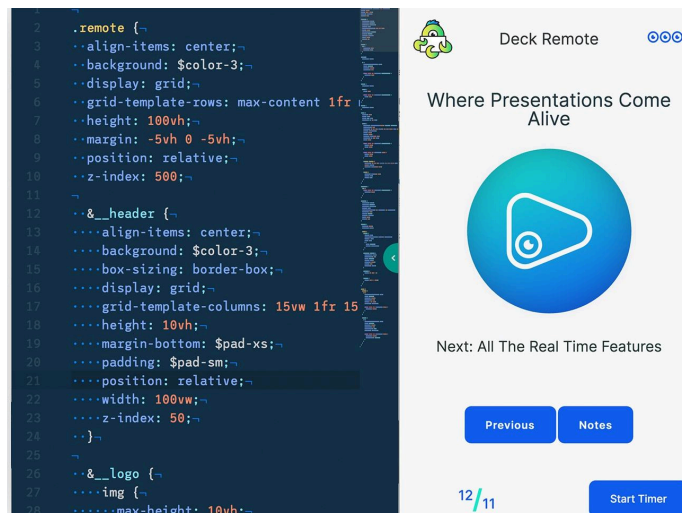
3. HTML Prototyping
Kinds of Prototypes

The last category, HTML prototyping, is only recommended for designers who are confident in their coding ability.

HTML prototypes have numerous advantages, but they come with technical cost..

Tools & Softwares
for wireframes

Activity-1

- Create Mid-Fidelity Paper Prototype For Your Project