

Make



goal: concretize ideas into tangible prototypes which are approximations of a product in some aspects

artifacts: prototypes

generate

1) set an achievable goal

what should the prototype **achieve**? what are the specific **criteria for success**? break a larger goal into parts with clearer feature sets.

!! break a goal apart into multiple and create a worksheet for each sub-goal



2) plan encodings & layouts

what are good visualization **encodings** or **layouts** for which data? use the ideas you just came up with, and remember to justify for users and their tasks.



3) plan support for interactions

what **can the user do**? what is required given the chosen encodings? **justify** your design decisions.



4) sketching additional views

what other parts of the data must be seen? brainstorm how to show this data in the tool.

!! if you are thinking up new ideas to visualize, go back to the Ideate activity!



5) build the prototype and check-in

are your **goals met** by the prototype? test with users if possible. are design decisions properly justified? do any need to be revisited? were any new constraints or limitations discovered? write down your progress and additional justifications below. review this progress and the prototype with a partner or your group.

!! did the prototype meet its goal/s? measure its success. make sure you have addressed the design requirement. does the prototype try to do too much?



evaluate

