

What is prototyping?

POTTERY CLASS



What prototyping ISN'T

- Sketches
- Wireframes
- Mockups



Well what IS prototyping?

Design

Learn



Build

Test

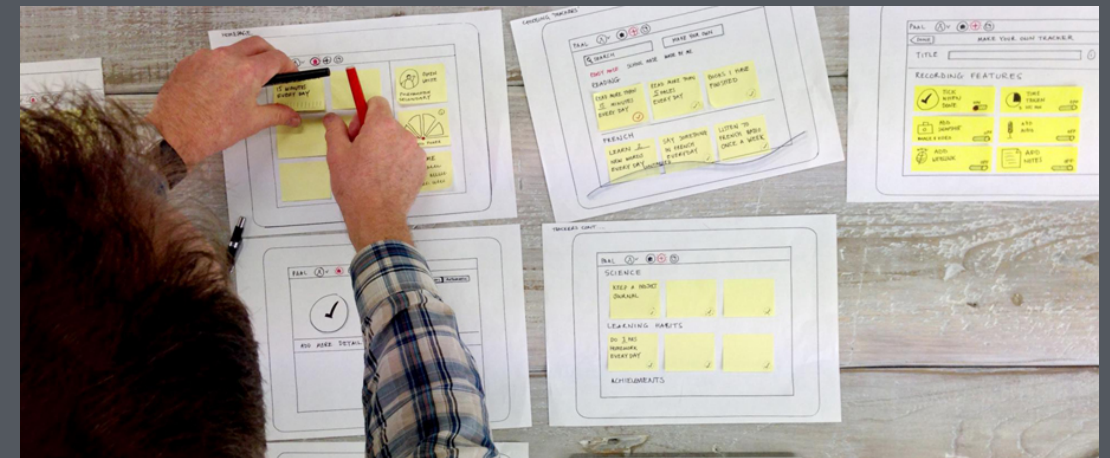
Prototyping tools

- Paper
- Native app
- HTML



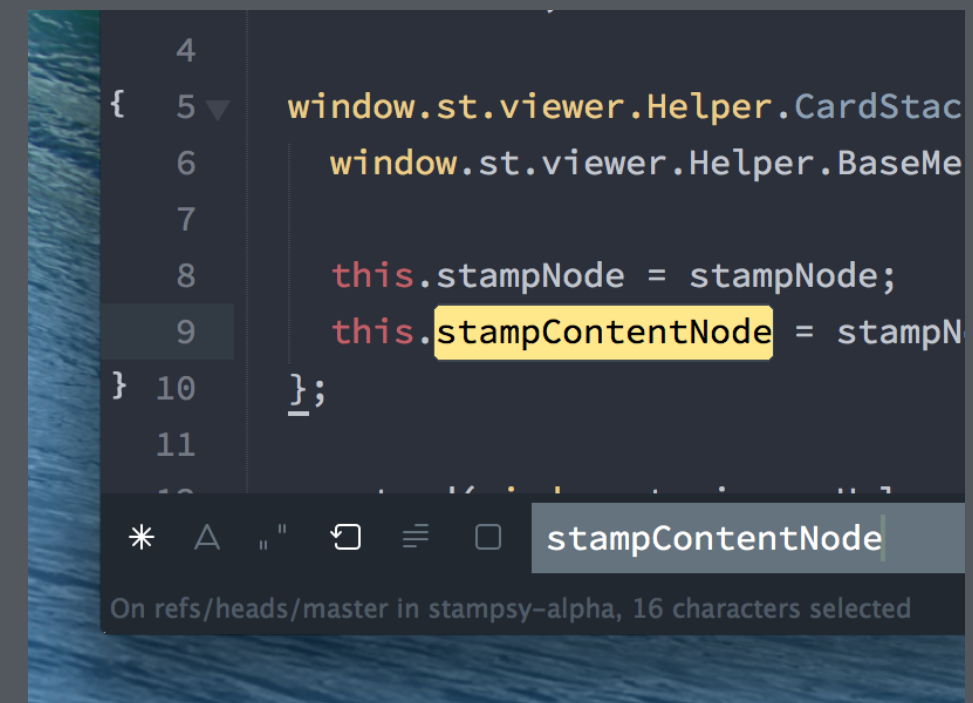
Paper

- Pros
 - Quick & easy to make
 - Users don't get bogged down with visual design
- Cons
 - Can't use remotely
 - One user at a time
 - Flows, but not animations



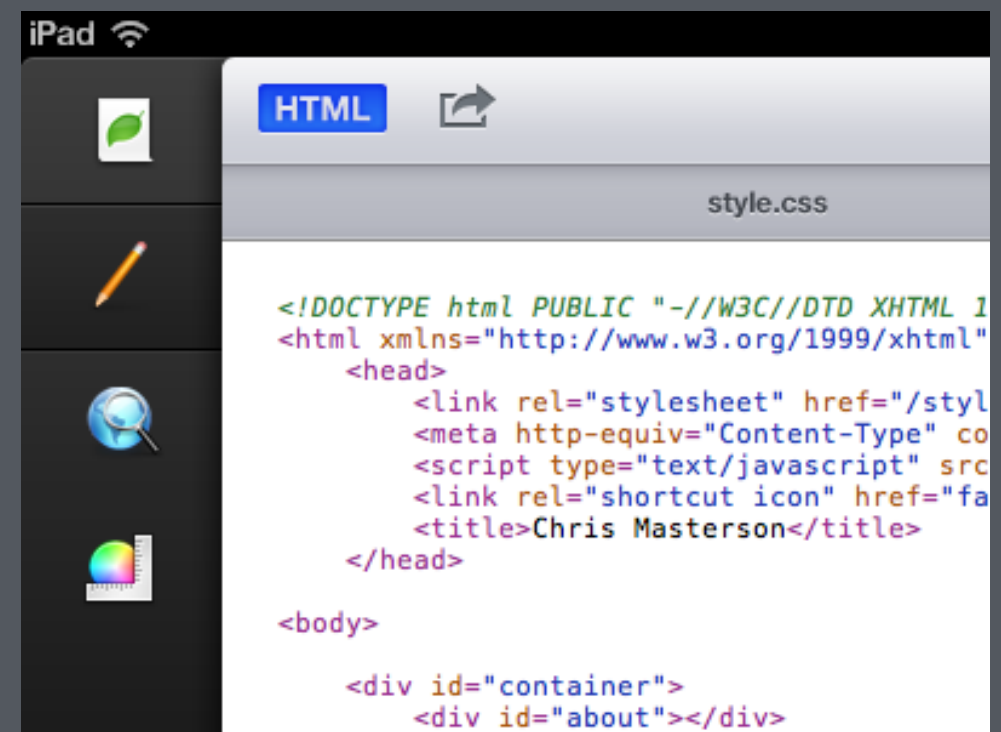
Native app

- Pros
 - Real feeling
 - Testable interactions
 - Easy to distribute
- Cons
 - Hard to make
 - Changes can take a while



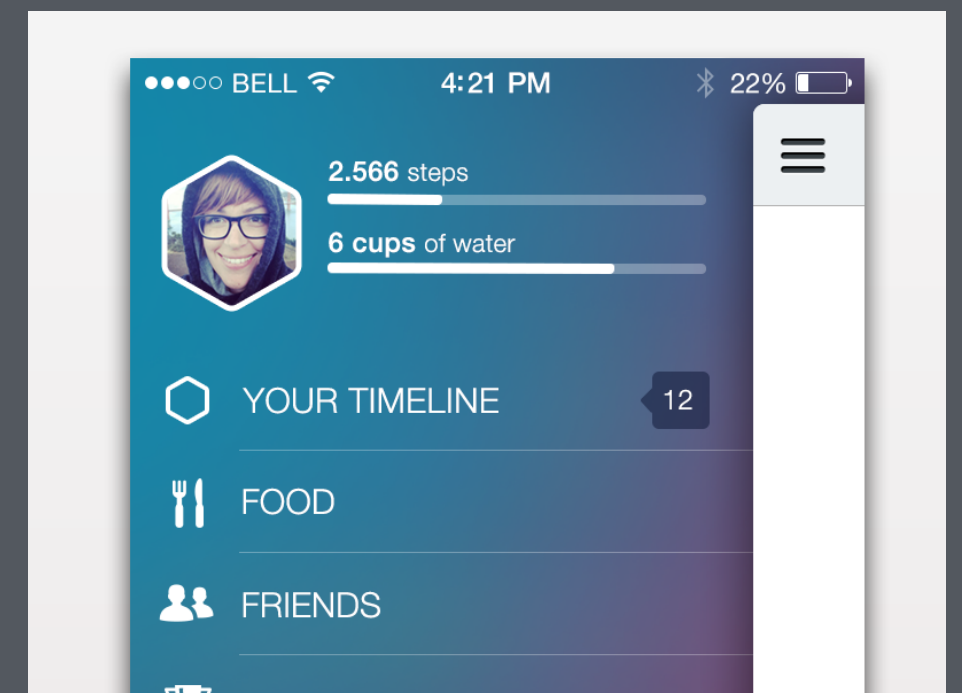
HTML

- Pros
 - Quick to build
 - Test interaction
 - Tell a story
- Cons
 - Users will critique designs



Things to focus on

- Tell a story
 - Back-end functionality can be faked
 - Functioning weather vs icons
- Stay focused on a goal
 - Is what your trying to tell the user getting across?



Things to avoid

- Getting caught up in content details
 - Dummy content is okay!
- Trying to be perfect
 - Its okay to have mistakes!
 - Be ready to talk around any problems that may arise!



Move Fast
&
Break Things