**UGANDA INSTITUTE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY**



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COURSE UNIT: INNOVATIONS AND ENTREPRENUERSHIP SKILLS

YEAR: TWO

SEMESTER: ONE

ASSIGNMENT: VIDEO WATCHING

**VIDEO ONE:**

The video is all about an introduction to the design thinking process and how to create a prototype using this approach. The video explains that design thinking is a human-centered approach to problem-solving that involves empathy, ideation, prototyping, and testing.

The video provides a step-by-step guide to creating a prototype using design thinking. The first step is to identify the problem or challenge that needs to be addressed. The next step is to empathize with the user and understand their needs and pain points. This is followed by the ideation phase, where ideas are generated and evaluated.

Once the best idea has been selected, the next step is to create a prototype. The video explains that a prototype can take many forms, from a simple sketch to a physical model. The key is to create something that can be tested and refined based on feedback from users.

The video also provides some tips for creating an effective prototype. These include keeping it simple, focusing on the user experience, and being open to feedback and iteration.

Overall, the video provides a useful introduction to the design thinking process and how to create a prototype using this approach. It emphasizes the importance of empathy, ideation, and user testing in creating effective solutions to complex problems.

**VIDEO TWO**

The video talks about how to create a low-fidelity prototype using paper and other basic materials. The video explains that a low-fidelity prototype is a quick and inexpensive way to test and refine design ideas before investing time and resources in creating a high-fidelity prototype.

The video provides a step-by-step guide to creating a low-fidelity prototype. The first step is to identify the problem or challenge that needs to be addressed. The next step is to sketch out some initial design ideas on paper, using simple shapes and symbols to represent different elements of the design.

Once the initial design ideas have been sketched out, the next step is to create a paper prototype. This involves cutting out the different elements of the design and assembling them into a physical model that can be tested and refined based on feedback from users.

The video provides some tips for creating an effective low-fidelity prototype. These include using simple shapes and symbols, focusing on the user experience, and being open to feedback and iteration.

Overall, the video provides a useful tutorial on how to create a low-fidelity prototype using basic materials. It emphasizes the importance of quick and inexpensive prototyping in the design thinking process and provides practical tips for creating effective prototypes that can be tested and refined based on user feedback.

**VIDEO THREE**

The video explains systematically how to create a high-fidelity prototype using digital tools. The video explains that a high-fidelity prototype is a more detailed and realistic representation of a design idea, and can be used to test and refine the design before moving on to the final product.

The video provides a step-by-step guide to creating a high-fidelity prototype using digital tools. The first step is to identify the problem or challenge that needs to be addressed. The next step is to sketch out some initial design ideas using a digital sketching tool such as Sketch or Adobe XD.

Once the initial design ideas have been sketched out, the next step is to create a digital prototype. This involves using the digital sketching tool to create a more detailed and realistic representation of the design, including interactive elements such as buttons and links.

The video provides some tips for creating an effective high-fidelity prototype. These include using a consistent design language, focusing on the user experience, and being open to feedback and iteration.

Overall, the video provides a useful tutorial on how to create a high-fidelity prototype using digital tools. It emphasizes the importance of testing and refining design ideas before moving on to the final product, and provides practical tips for creating effective prototypes that can be tested and refined based on user feedback.