



Human Computer Interaction

Chapter 8: Prototyping

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- 01 What is Prototyping and why should I do it?
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- 03 Low-Fidelity Prototypes
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Machine Learning and Data Analytics Lab (MaD) in Erlangen



What is Prototyping and why should I do it?



Why is prototyping of interactive systems important for a successful design?

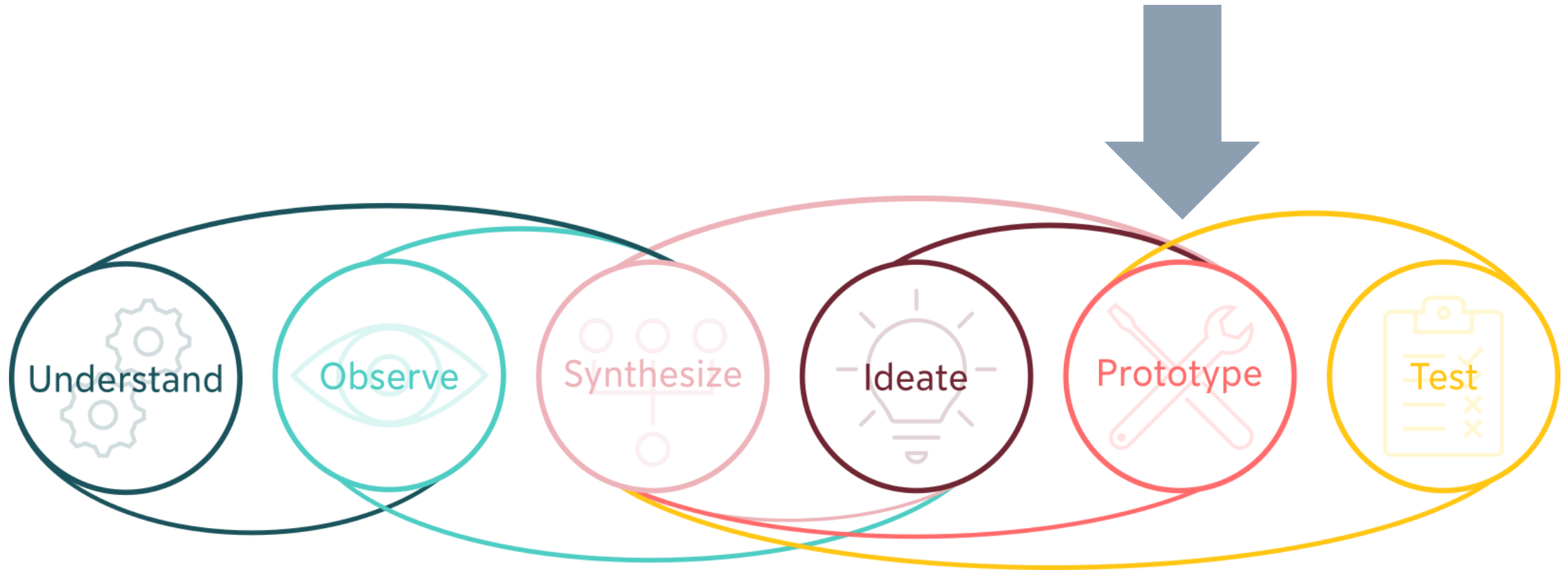


Prototype - model final product
(allow testing its attributes.

Prototyping **models** the final product and allows **testing** its attributes on this model

Not necessarily representative of a complete system!

Not necessarily representative
of a complex system.



Sjøkvist, Nina & Kjørstad, Marianne. (2019). Eliciting Human Values by Applying Design Thinking Techniques in Systems Engineering.



Enable rapid movement through DIA cycle

- Evaluation and feedback are central to interaction design

Design, Implemented &
Analyze
Cycle



Test out ideas for yourself or with users

- Proof of concept, get feedback



Build prototype to answer specific design questions

- Helps choosing between alternatives
- Explore the unknown



Communicate an idea

- Fine-tune an idea

Technical issues

Workflow, task design

Screen layouts and information display

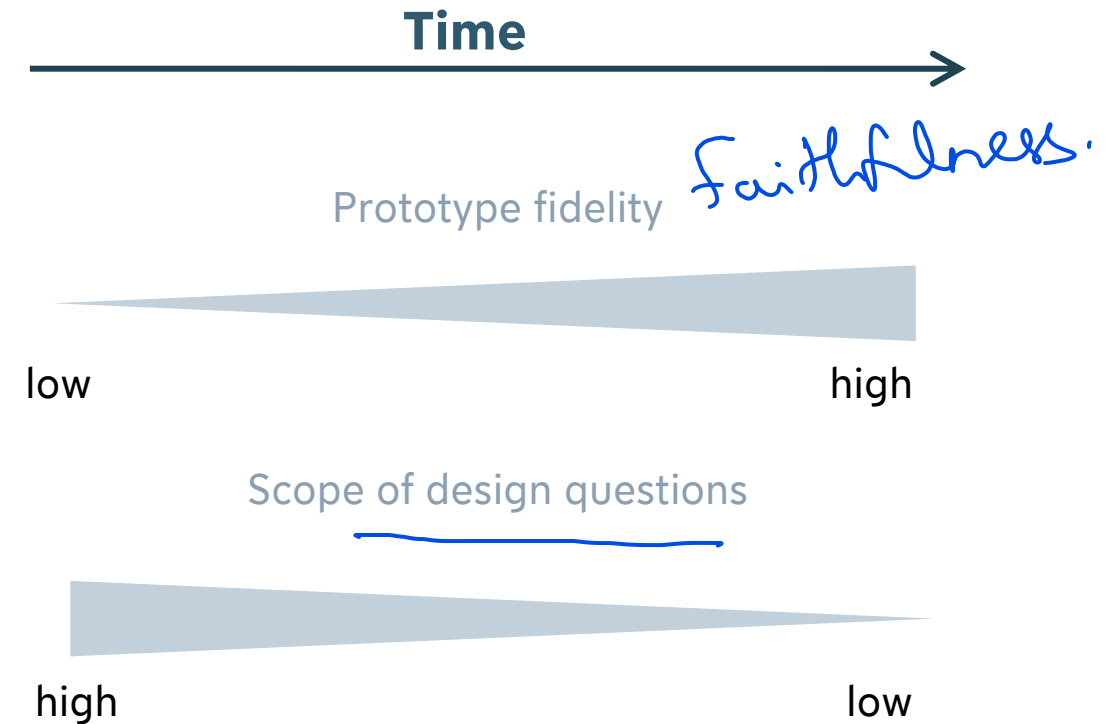
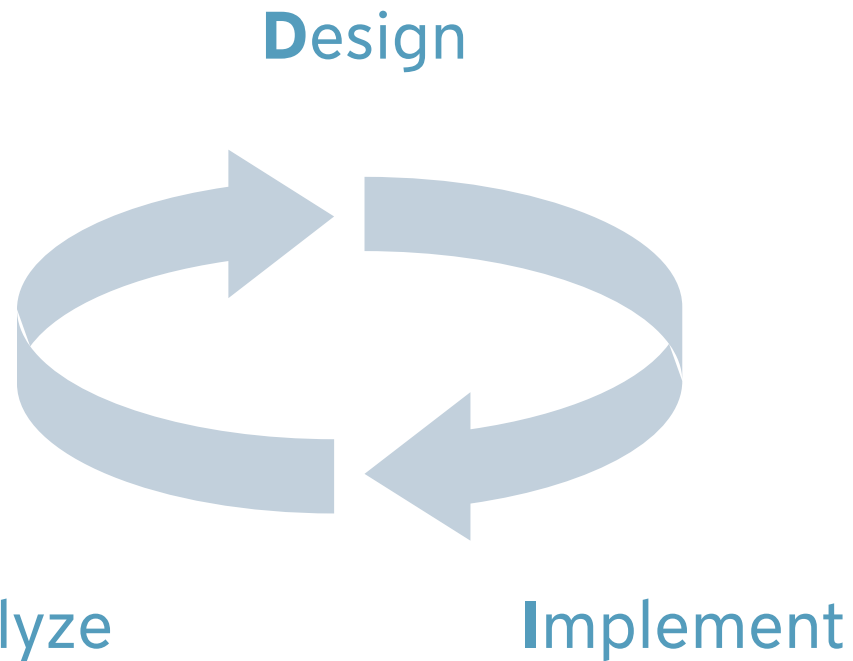
Controversial or crucial areas

Choose an appropriate prototype
for your requirements

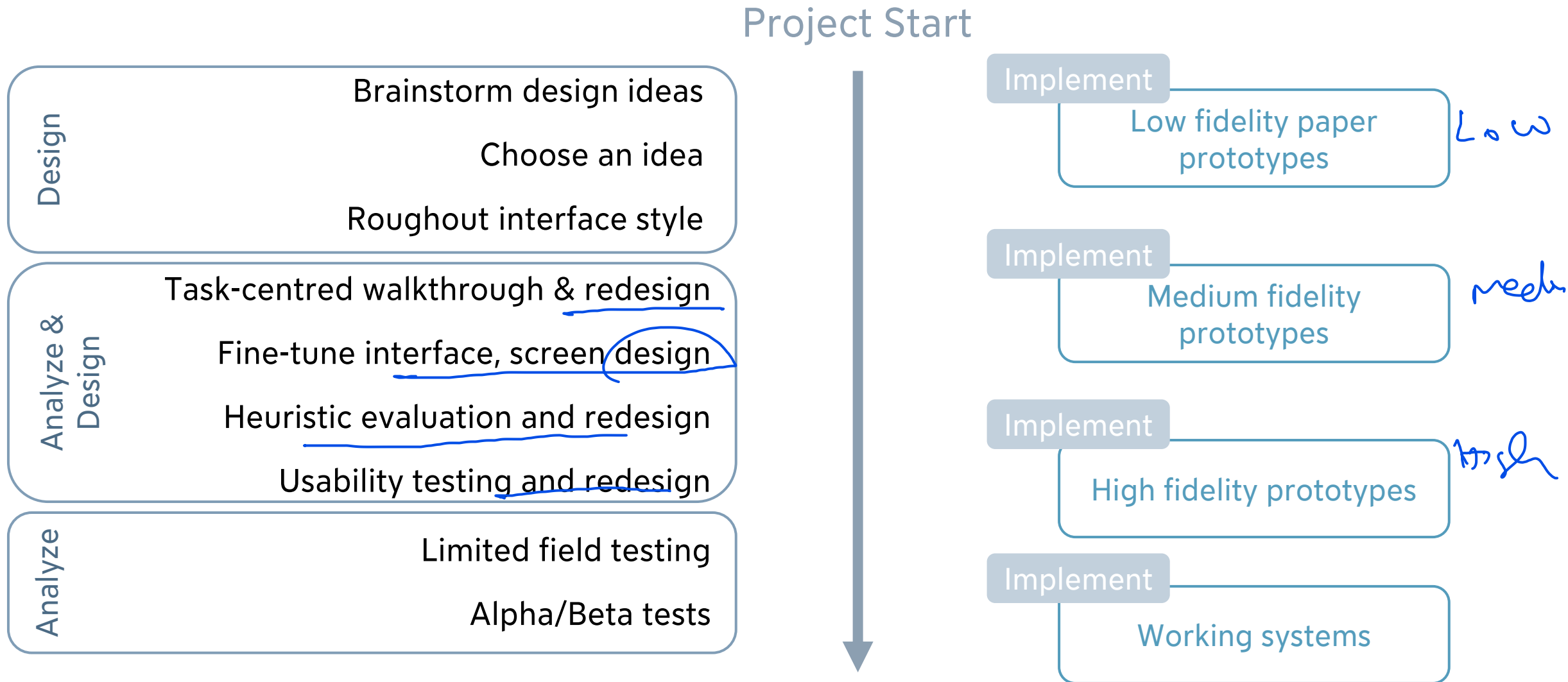
When to Prototype?



DIA cycle



Prototyping in DIA Iterations





**Thank you
for your attention**