Friedrich-Alexander-Universität
Department Artificial Intelligence
in Biomedical Engineering | AIBE

Machine Learning
Data Analytics

FAU

Chapter 8:

Prototyping: Horizontal and Vertical Prototypes

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Horizontal and Vertical Prototypes

[handwritten: → Surface level - all features]

[handwritten: → In depth one feature]

*[handwritten: Navigation, Accessibility, placement]*
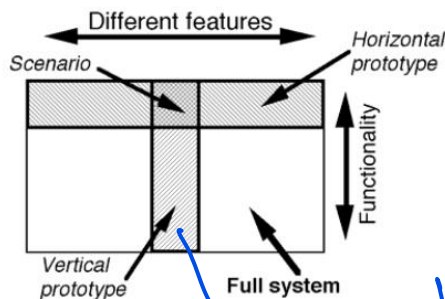
> In vertical prototypes you typically go deep in the functionality whereas in horizontal prototype you cover the breadth of your application.

Horizontal Prototype:

The horizontal prototype is done to show the whole feature space of a product. All the different components can be seen, but the actual functions are not implemented. It helps to evaluate/ test the navigation, the feature placement, and the accessibility. You can also test the overall user interface concept and check user preferences.

Horizontal prototypes are applicable in low- and high-fidelity prototyping and are typically used in early design stages.

[handwritten: ↳ Early design stages]

Horizontal Prototyping in a Website
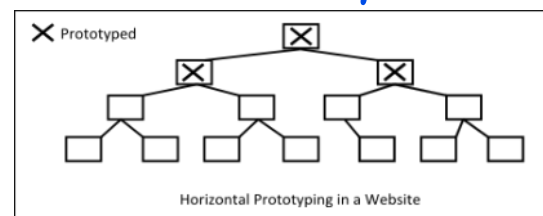
Vertical Prototypes

The vertical prototypes demonstrate a selected feature of a product. The details of the function/ feature are implemented. It helps to evaluate/ test the optimal design for a particular feature and the user performance for this feature.

[handwritten: → High-fidelity.]

Vertical prototypes are mainly used in high-fidelity prototyping. In early stages it is used to compare versions of a feature and in later design stages to optimize versions of a feature.

Horizontal Prototyping in a Website
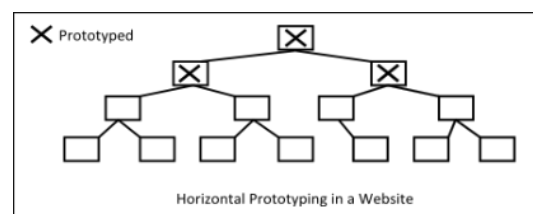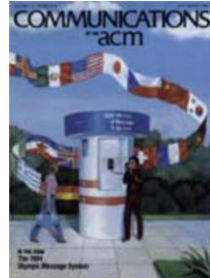
In 1984 the IOC asked a university to come up with a novel interface system for the Olympics, that allows athletes to send and receive recoded voice messages from people all over the world.

Because the Olympics are very limited in time, they couldn't test it in the real scenario, they had to test it during the development face. A high impact on the development effort had to be done in order to create a system that really worked.