

Practical 5

Aim: Creating a Paper Prototype and High Fidelity prototype (Wire Frame).

Theory:

Paper prototype

Paper prototyping is a process where design teams create paper representations of digital products to help them realize concepts and test designs. They draw sketches or adapt printed materials and use these low-fidelity screenshot samples to cheaply guide their designs and study users' reactions from early in projects. Consider the strengths and limitations of paper prototyping:

Pros:

1. **Quick iteration:** You can build overviews without getting bogged down in details. In minutes, you can see whether an idea works on paper.
2. **Cheap:** Paper is inexpensive; so are printed prototyping materials/kits.
3. **Universal:** Everyone can make rough sketches of ideas. Stakeholders from outside the design team can join in.
4. **Pieces serve as documentation:** Later on, you'll have annotated hard-copy evidence of what works and what doesn't.
5. **Team-building:** When team members get creative, they can bond. Everyone can get involved in drawing, cutting and pasting and forget role/departments barriers.
6. **Useful throughout the design process:** You can use paper prototyping to help stay flexible about revisions throughout development.

Paper prototype:

6:55 PM

LOGIN

Username

Password

[Forget Password](#)

Login
Page

6:55 PM

EzPAY

Last Statement Balance
RS.25000

Recent Transactions

- ☐ Navrotham 123456789 +5000
- ☐ Atharva 123456789 -6000
- ☐ Elon 123456789 +2000

Home
Page

7:00 PM

← SEND

Mobile Number

Amount

Note (Optional)

Make quick payment ☐

Send Money
Page

7:00 PM

← ADD

Bank Name

Amount

Note (Optional)

Add Money
Page

NDFA

ICICI

KOTAK

Dropdown
Look

9:00 P.M.

← Transaction Details

☐ Atharva Kale 123456789

Transaction ID: TR0123

Timestamp: 13th July 12th

Account No: ACC12345

Amount: -6000

Note:

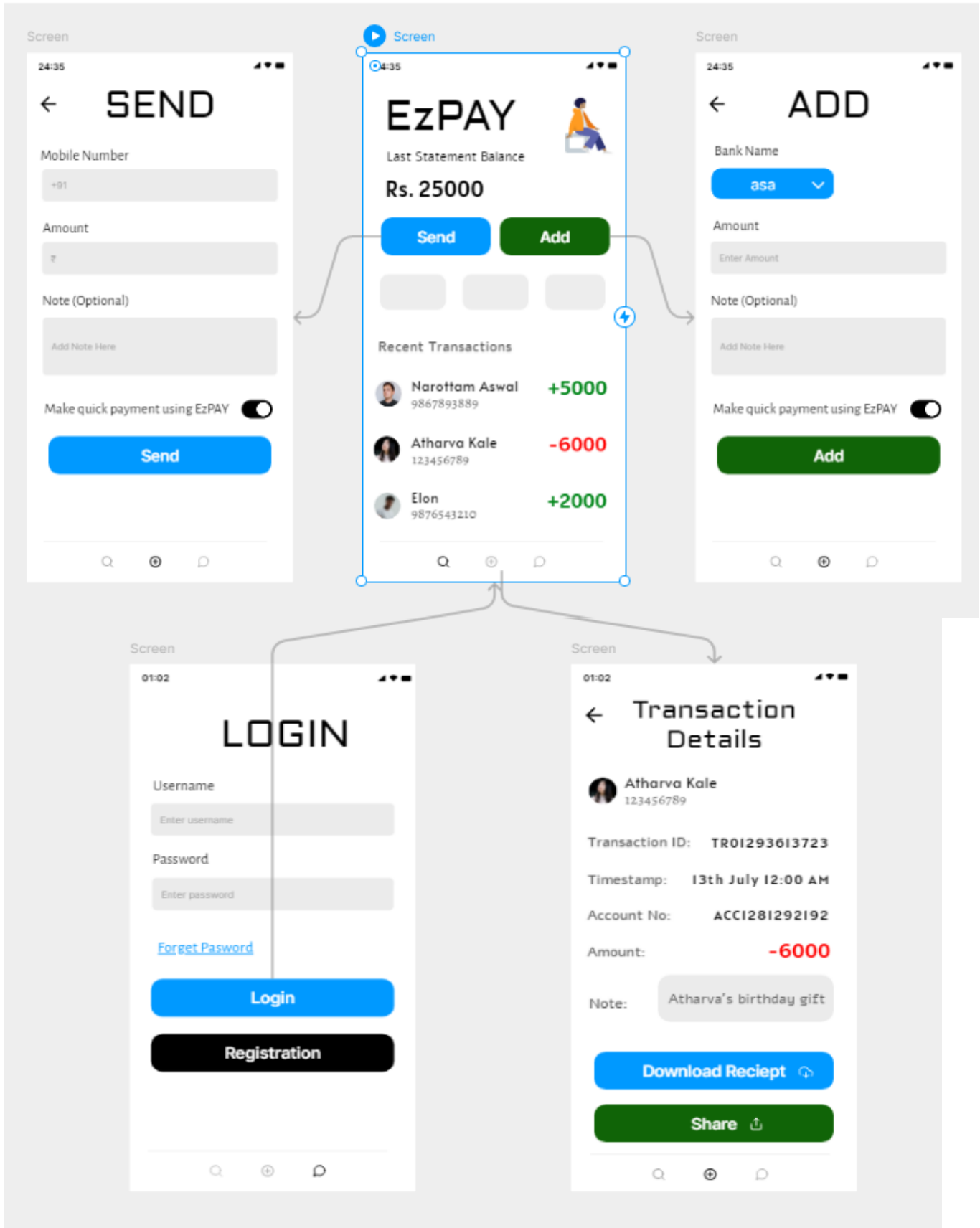
Transaction Details
Page.

What is Wireframe ?

Wireframing is a way to design a website service at the structural level. A wireframe is commonly used to layout content and functionality on a page which takes into account user needs and user journeys. Wireframes are used early in the development process to establish the basic structure of a page before visual design and content is added. A wireframe is a layout of a web page that demonstrates what interface elements will exist on key pages. It is a critical part of the interaction design process. The aim of a wireframe is to provide a visual understanding of a page early in a project to get stakeholder and project team approval before the creative phase gets under way. Wireframes can also be used to create the global and secondary navigation to ensure the terminology and structure used for the site meets user expectations. It is quicker and cheaper to review and amend the structure of the key pages in a wireframe format. Different types of wireframes

- 1) **Low-fidelity wireframes-** Low-fidelity wireframes are basic visual representations of the webpage and usually serve as the design's starting point. As such, they tend to be fairly rough, created without any sense of scale, grid, or pixel-accuracy.
- 2) **Mid-fidelity wireframes-** The most commonly used wireframe of the three, mid-fidelity wireframes feature more accurate representations of the layout. While they still avoid distractions such as images or typography, more detail is assigned to specific components, and features are clearly differentiated from each other.
- 3) **High-fidelity wireframes-** Finally, high-fidelity wireframes boast pixel-specific layouts. Where a low-fidelity wireframe may include pseudo-Latin text fillers and grey boxes filled in with an 'X' to indicate an image, high-fidelity wireframes may include actual featured images and relevant written content.

Wireframe



Conclusion: Hence we have successfully created a Paper prototype and a High Fidelity prototype (Wire Frame).