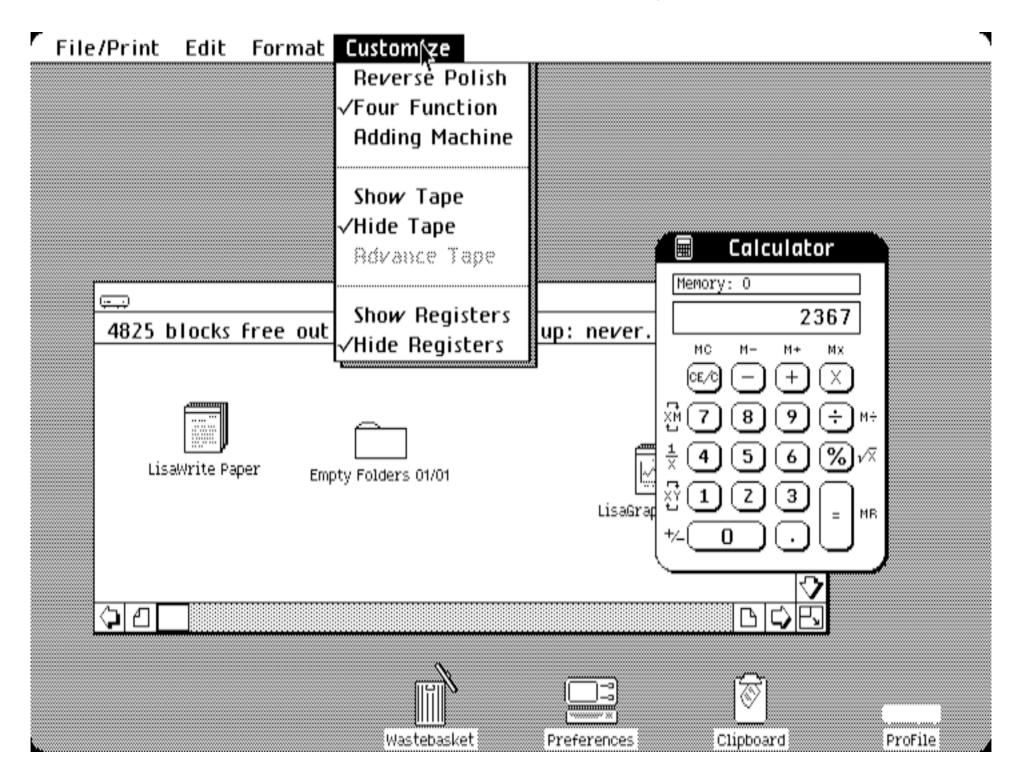
## prototyping approaches

# DON'T MAKE METHINK

## case study

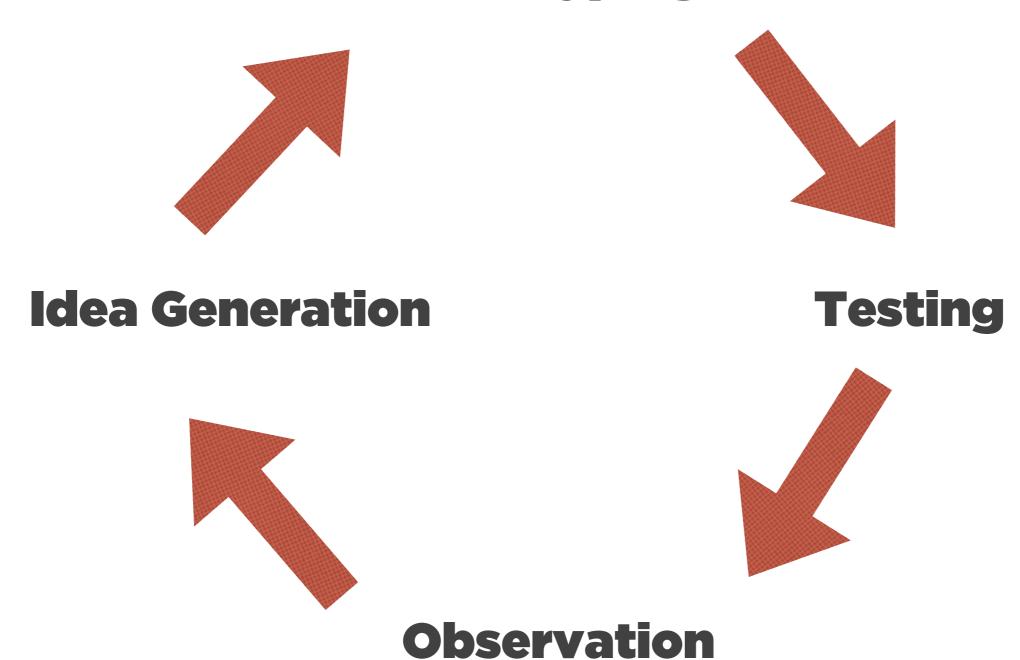


## prototype | prōtə tīp |

noun

a first or preliminary model of something, esp. a machine, from which other forms are developed or copied

#### **Prototyping**





## DONE IS BETTER PERFEG

# 

THIS POSTER BROUGHT TO YOU BY THE FACEBOOK ANALOG RESEARCH LABORATORY

## prototyping

- \* A prototype is "a representation of a design, made before the final solution exists."
- \* Near completion it should represent the way it looks, feels, behaves and works.

## why prototype?

- \* Define the problem
- Provides proof of concept
- \* Speed up development
- \* Reduces development costs
- \* Quicker iterations

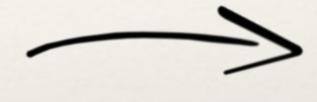
## Has the advantage

- Quick to make
- Finds usability problems quickly
- \* Conveys the concept
- Client can sign off what to build

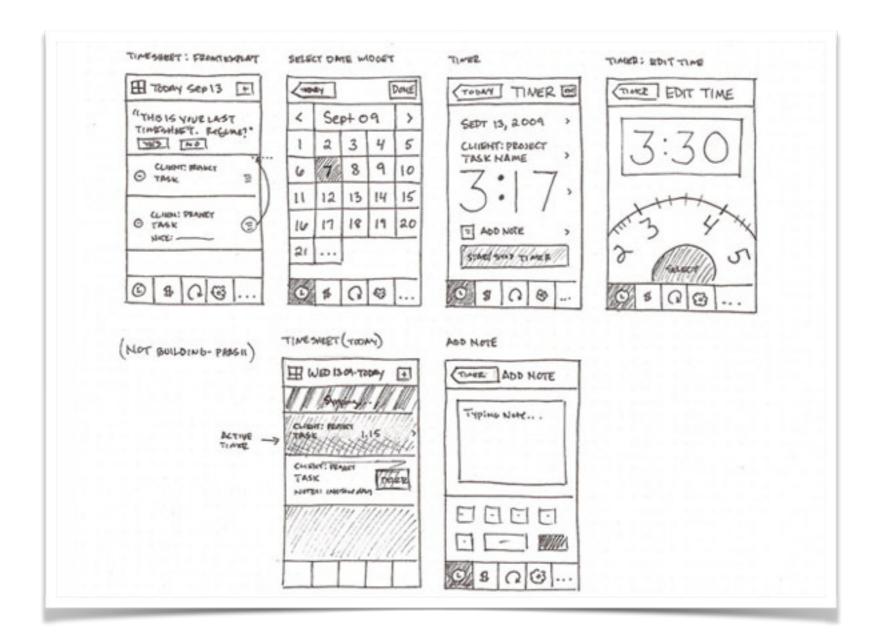
"The most common estimate is that it's 100 times cheaper to make a change before any code has been written than to wait till after the implementation is complete"

–Jakob Nielsen





## HORIZONTAL prototyping





## vertical prototyping





Age 38 Marital Status Married

Occupation Highschool Teacher Social Status Upper-Middle Class Hobby Beer Tasting

#### MOTIVATIONS

Fear

Self-Confidence

Social

Quality

#### GOALS

- to learn about each brewing company's year.
- to reccommend to others her favourite beer
- to compare and contrast beers under the same company/between companies

#### SCENARIO

Stephanie visits the Taranta Beer Fest every year to pick her favourite beer. This year though, she is visiting with the goal to witness the top 3 beers and their brewing companies, plus learning about the specialties of the top 3 beers.

Stephanie wants to vate for her favourite beer(s), so she can see if other people have the same opinion as her, and to reccommend her choice(s) of beer to

#### User's Experience

Stephanie uses the voting app of the Beer Fest to view the overall ranking of the beers available. She finds the top 3 beers voted by other visitors, and she clicks the name of each beer to learn about its specialties and its brewing company.

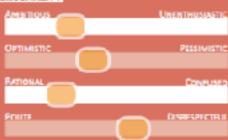
Stephanic uses the voting app of the Beer Fest to search from the list of beers, arranged in alphabetical order. She finds her ideal beer(s) and click its name to enter its info page. She clicks the "VOTE" button, then she is directed to the overall ranking.



Age 42 Occupation Businessman Marital Status Single Social Status Upper-Middle Class

Hobby Making money

PERSONALITY



#### GOALS

- to learn about each brewing company's year
- to learn about people's favourites
- to witness each brewing companies' potential
- to find potential partners for business

#### SCENARIO

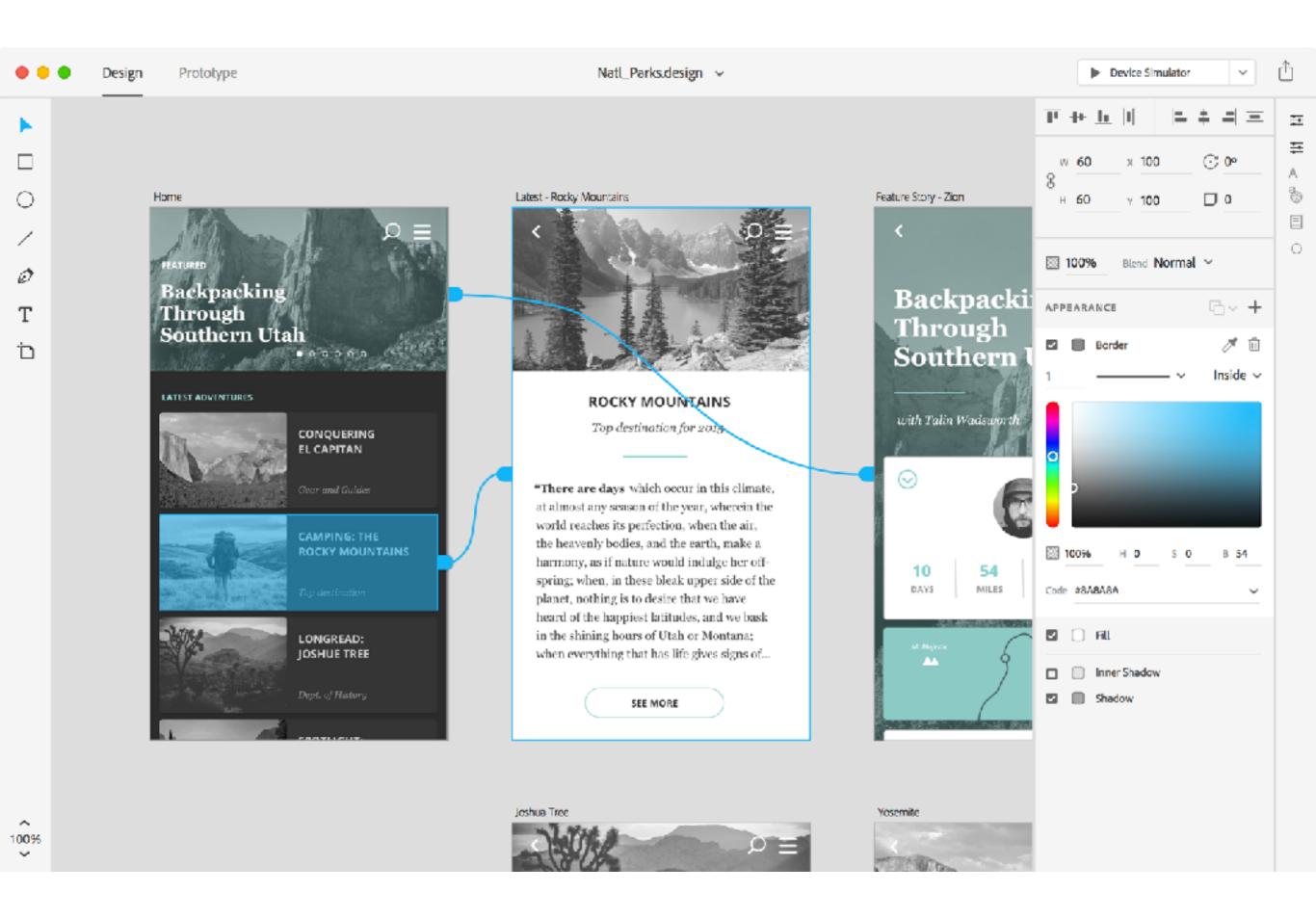
Robert missed his chance to visit the Toronto Beer Fest this year. He sits in his affice, looking through this app to see rankings of the beers available. He is also interested in the reasons why certain beers are more belove than the others.

Robert, as an earnest kobert, as an earnest businessman, is interested in making a businesss out of selling beer. He is interested in exploring the brewing componies that brewed people's favourite beers, and hopefully to find a business partner. After learning about different beers' specialties, Robert returns to the page of overall ranking to scrol and check the brewing companies that brewed beers beloved by lots of people (ranked high), as well as the companies that brewed the most beer.

nobert looks through
the voting app to
view the overall
ranking of the beers
available. On the page
of overall ranking, he
clicks the names of
the top ranked and
lower ranked beers
to learn about the
brewing process and
ingredients.

User's Experience



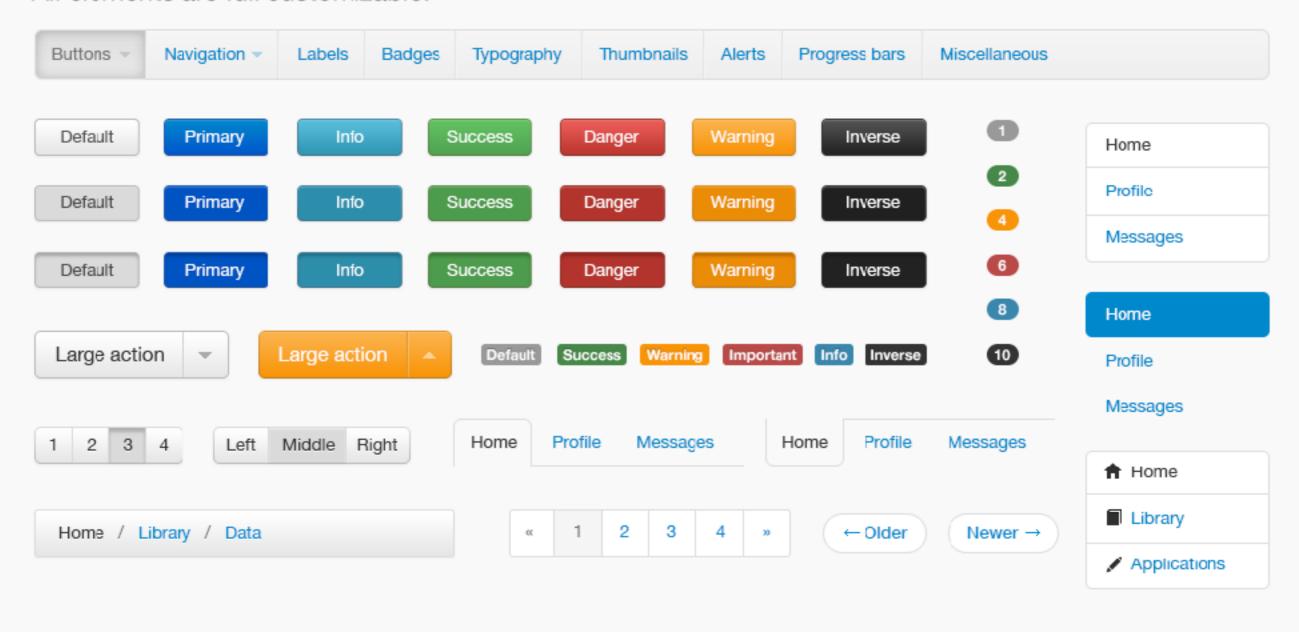


Dropdown -Components Search Overview Buttons Forms

### **Buttons and navigation**

Seconday link Something else here

Use these vector based elements to mockup a Bootstrap website with form elements. All elements are full customizable.





















## pointers

- \* Don't become too attached to prototype, if it's not working re-evaluate the solution and move on
- \* Be careful of "feature creep" testers often think they can have anything whether good or bad
- \* Be time conscious goal is to reduce time and costs

## throwaway prototyping



## definition

- \* Throwaway prototyping is where the objective of the evolutionary development process is to understand the customer's requirements and hence develop a better requirements definition for the system. The prototype concentrates on experimenting with the customer requirements that are poorly understood.
- \* (Sommerville: Software Engineering, 8th Edition)

## Questions for prototyping

- \* What does the user expect to see?
- \* Does the app make sense?
- \* Has any process been left out?
- \* Is it easy to learn?
- \* Are tasks easy to complete/Is the app efficient to use?
- \* What errors can the user make?

## Exercise

- How would you create a system to pick 5 favourite riders from 200 competitors in the Tour De France?
- How do you visualise the picking system?
- How does the user sort through 200 riders on the screen?
- Where do you start with the display order?
- What information is given to help the user sort?
- Create a series of wireframes to show the user experience