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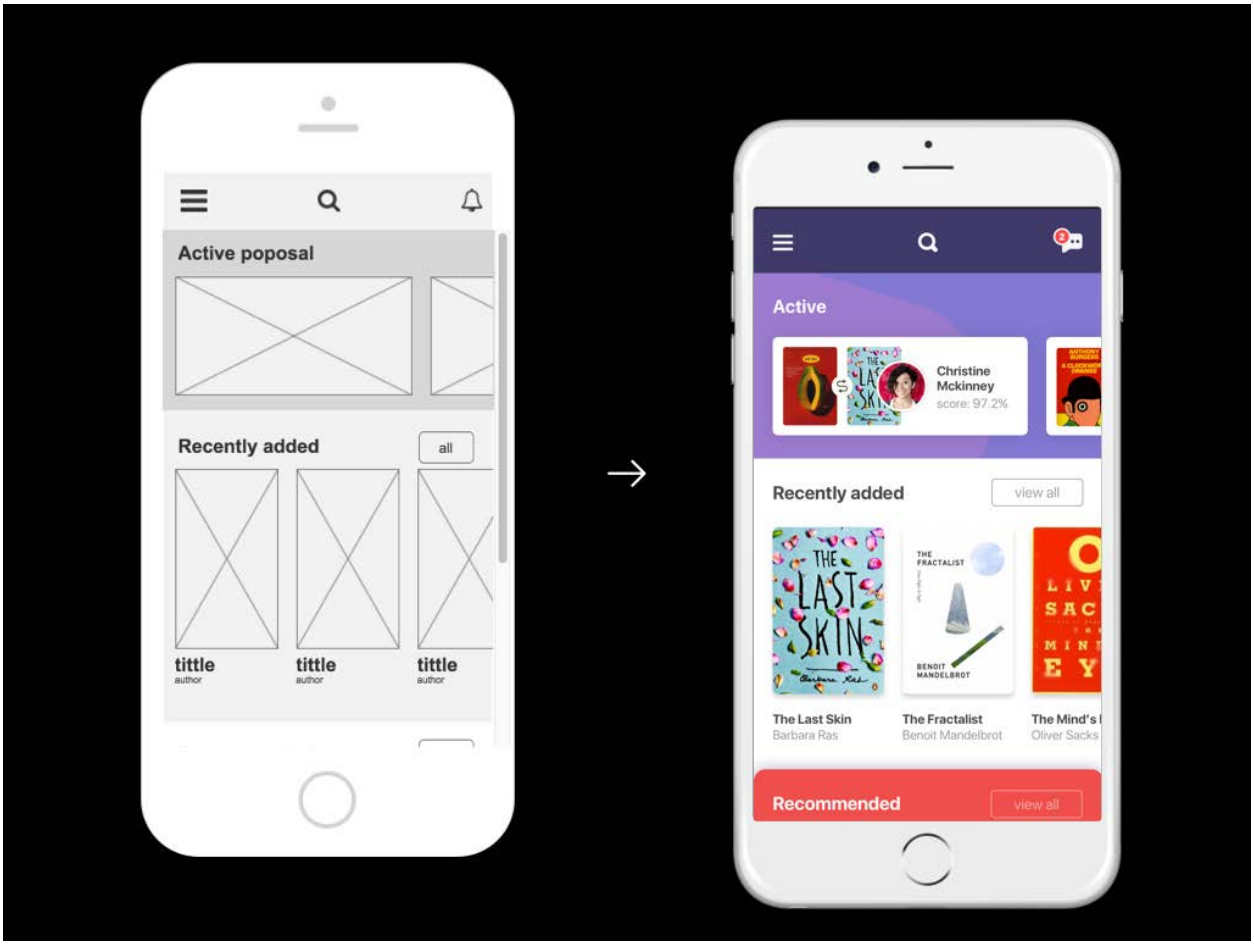
What is Prototyping?

A prototype is an early sample, model, or release of a product built to test a concept or process. Prototyping is the process of testing out the prototype before putting the main product into the field. This test sample or product is done in order to justify if the main product itself is capable of being successful in the field or need further refining.

Give examples of low-fidelity and high-fidelity prototypes.



What is the difference between low-fidelity and high-fidelity prototypes?

In the fields of scientific modelling and simulation, fidelity refers to the degree to which a model or simulation reproduces the state and behavior of a real world object, feature or condition. Fidelity is therefore a measure of the realism of a model or simulation. The main difference of a low fidelity prototype to a high-fidelity prototype is how close it is to the actual product. Low fidelity prototypes use less budget and just gives rough idea on how the application or product works while high fidelity prototypes are very similar to the main product itself. A high-fidelity prototype is an interactive presentation that will be used in the final design of the product/application.

Why is prototyping important?

The most important advantage of a prototype is that it simulates the real and future product. Making of a prototype helps attract potential customers and also gives investors an idea of what exactly they are investing at. By making a prototype it is also possible to find the estimated cost of the final product/application and with it also capable of determining the selling price for the target customer. With the prototype also being created, it is possible to get feedback from investors and a few test customers. Feedback is essential to discover the needs and expectations of users, business requirements, and a clear idea of where the product is heading. Overall, the main purpose of a prototype is to be the test product in the field before the main product is finalized and begging mass production.

References

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