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Paper Prototype

I think that paper prototyping is a good way to just get your ideas on paper and actually show your teammates what you are thinking in a physical way rather than trying to explain what you are thinking. I think most of the times I have done it, I've done it unknown to me. There's just always a piece of paper and a pen around and you can just quickly jot down what you are thinking. It also helps with clarity, everyone will be able to see what you are talking about so everyone will be on the same page. I think calling it a paper prototype never made sense to me because to me it is just a sketch. I think calling it a low fidelity prototype seems like such a higher and a bit more of a pretentious name for what it actually is. However, it is super useful and cheap. They mentioned showing it to users but honestly it has to be a really good paper prototype for me to actually want to show it to users. Paper prototyping is a good idea overall, just a bit worrying when it comes to showing users because the final product will look so different to what you have shown them.

What is a Prototype? A Guide to Functional UX

I think I've mentioned this before, but everyone has a different way of designing. I think I may just design in a bit of a weird way because I got from a "paper prototype" (really it's just a series of sketches on a piece of paper) to coding. I think that's mainly because it helps me understand what is and is not possible/what can and can be done. I think the approach they gave of paper prototype -> lo-fi -> high-fi -> code is probably the smartest way of doing it because you have several points in which you can go in and review/revise your work before committing to coding it. Prototyping on figma is also a method that I use quite often before actually coding, just because it gives me the space that I can play around with a prototype that looks very similar to what the final product will look like. I think before reading these articles I didn't really think much about prototyping, I only thought it was to make the shift between content to code easier. But there are a lot of benefits that I hadn't thought of before and the

continuous refinement and revising that comes with prototyping is incredibly helpful to the overall design process.