EXPERIMENT 09

AIM: Designing High Fidelity Prototypes of a Mobile Application

Theory:

High-fidelity prototyping

High-fidelity (hi-fi) prototypes appear and function as similar as possible to the actual product that will ship. Teams usually create high-fidelity prototypes when they have a solid understanding of what they are going to build and they need to either test it with real users or get final-design approval from stakeholders.

The basic characteristics of high-fidelity prototyping include:

· **Visual design*:*** Realistic and detailed design — all interface elements, spacing, and graphics look just like a real app or website.

· **Content*:*** Designers use real or similar-to-real content. The prototype includes most or all of the content that will appear in the final design.

· **Interactivity:** Prototypes are highly realistic in their interactions.

Pros

· **Meaningful feedback during usability testing**. High-fidelity prototypes often look like real products to users. This means that during usability testing sessions, test participants will be more likely to behave naturally — as if they were interacting with the real product.

· **Testability of specific UI elements or interactions***.* With hi-fi interactivity, it's possible to test graphical elements like affordance or specific interactions, such as animated transitions and microinteractions.

· **Easy buy-in from clients and stakeholders**. This type of prototype is also good for demonstrations to stakeholders. It gives clients and potential investors a clear idea of how a product is supposed to work. An excellent high-fidelity prototype gets people excited about your design in ways a lo-fi, bare-bones prototype can't.

Cons

· **Higher costs**. In comparison with low-fidelity prototypes, creating high-fidelity prototypes implies higher costs, both temporal and financial.

OUTPUT: