**Prototype stage**

**What is prototyping?**

Is the process of coming up with a quick and cheap experimental model intended to be the proposed solution, in order to test and validate the idea, design and concept of the prototype.

**Low and High fidelity prototypes**

**Low fidelity prototypes**

**Low-fidelity / lo-fi:**

* Low tech
* Low level of details
* Low quality

**Low fidelity prototypes**

* Paper drawings, sketches
* Made of cardboard or recycled materials
* Wireframe

**Advantages and Disadvantages**

* Easy
* Fast
* Low cost
* Limited functionality
* Limited interactions

**High fidelity prototypes**

**High fidelity / hi-fi:**

* High tech
* High levels of details
* High quality

**High fidelity prototypes**

* Digital
* Mockups
* Physical models (3D)

**Advantages and Disadvantages**

* High levels of functionality
* Higher interactivity
* Aesthetically pleasing
* High cost
* Time consuming
* Requires greater effort and skill to achieve

**Methods of prototyping**

* **Throwaway or Rapid prototyping –** developing quick prototypes without the intension of including them in the final product.
* **Evolutionary prototyping** – means to create multiple interations of the prototype design, coming up with new ideas and functionality for the new prototypes which will then represent the final product.
* **Incremental prototyping –** similar to evolutionary prototyping however modification and refining occurs in small incremental steps towards an existing prototype design, i.e. v1, v2, etc.
* **Extreme prototyping -**