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BSCS-SS191

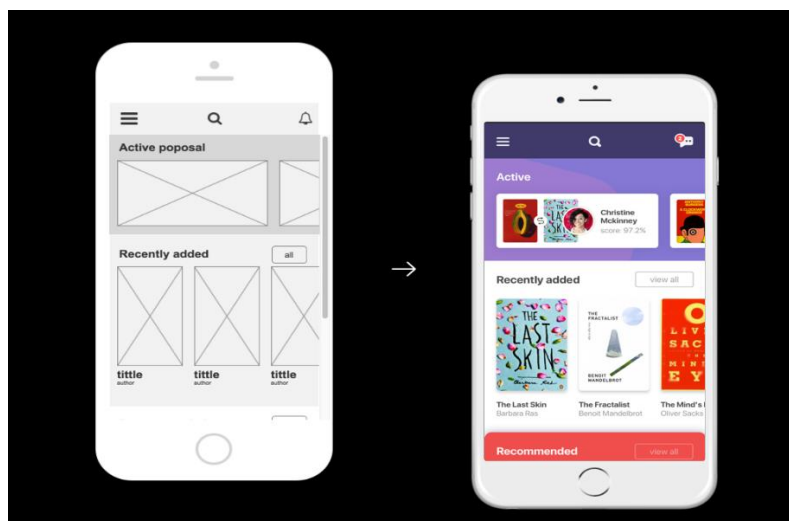
G3: What is Prototyping?

What is Prototyping?

According to Tim Brown, CEO and President of IDEO, prototyping can help avoid committing too much on weak ideas and on aiding through costly mistakes. Prototyping is a process wherein, design teams would create either digitally or paper based representation of their concepts and ideas, capturing and projecting it into its physical form to be able to undergo testing and evaluation before proceeding to the creation of the actual thing.

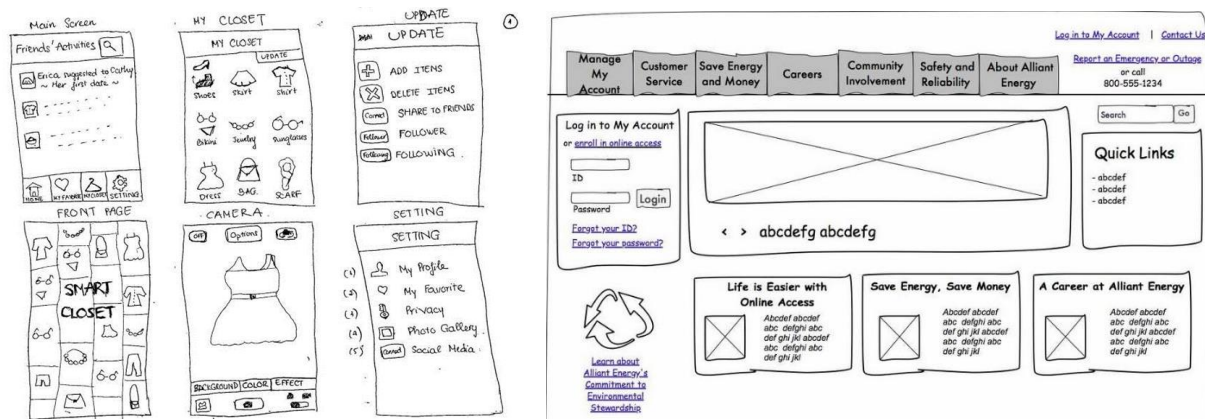
What is the difference between low-fidelity and high-fidelity prototypes?

Both types of prototype are used to convey the concept and ideas; and the main difference between the two is their convenience and efficiency. Low-fidelity prototypes are usually more disposable and easier to make. It can take lesser time and can be made by anyone within the team, whilst high-fidelity prototypes may sometimes need use of software like Adobe or other digital editor to be able to represent the idea. Certain editing skills are needed to be able to achieve, taking longer time to finish but can rely the concept better than low-fidelity prototypes.

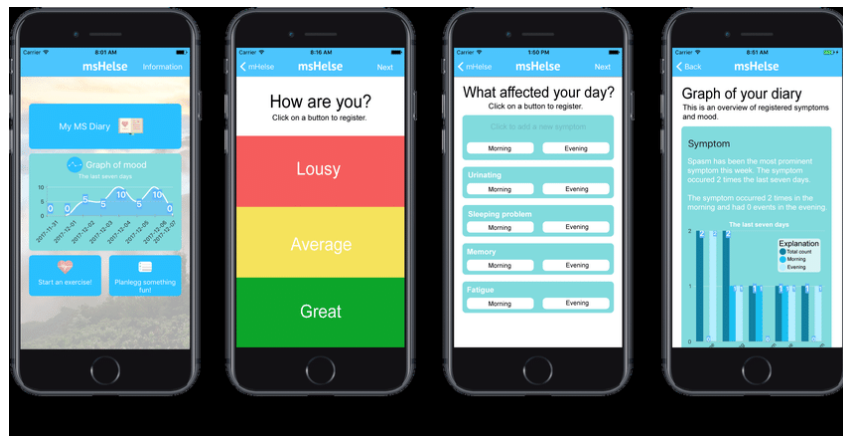


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Give examples of low-fidelity and high-fidelity prototypes.



Low-fidelity Prototypes



High-fidelity Prototype

Why is prototyping important?

There are a lot of advantages of prototyping because it can have the team and the stakeholders have a solid foundation on the concept that is being portrayed. This helps decision-making to be more precise and grounded, helps avoid committing on poor ideas. It also adapts to changes quickly, undergoing to different tests and evaluation helps point out what changes need to be made, feedback from users, know what works best and what does not. Moreover, giving the stakeholders a chance to decide and see the product and how it works, would give them feel a sense of ownership and relate to what they are investing on,

therefore investing on emotional demands to ensure product's success. Lastly, it can improve time-to-market by having time for correcting mistakes before the release date.

References:

What is Prototyping? (n.d.). Retrieved October 07, 2020, from <https://www.interaction-design.org/literature/topics/prototyping>

Images used:

Low-fidelity prototypes

<https://teced.com/wp-content/uploads/2011/05/Low-fidelity-wireframe.jpg>

https://mk0resourcesinfrm536w.kinstacdn.com/wp-content/uploads/112712_2207_LowFidelity1.jpg

High-fidelity prototype

https://www.researchgate.net/profile/Ankica_Babic/publication/325452482/figure/fig2/AS:783180764299266@1563736253846/A-selection-of-four-wireframes-from-the-high-fidelity-prototype.ppm