

THE POWER OF PROTOTYPING

Scott Klemmer

www.hci-class.org

Prototyping Grounds Communication





Prototyping is a strategy
for efficiently dealing
with things that are
hard to predict

Focus on Goals
Evolve the Designs



SANTA CLARA, California -- People thought Jeff Hawkins was crazy when they saw him taking notes, checking appointments, and synchronizing a small block of wood with his PC, pretending all the while that the block was a handheld computer.

“If I wanted to check the calendar I'd take it out and press the wooden button.”



The rights of a prototype

- Should not be *required to be complete*
- Should be easy to change
- Gets to retire

What Do Prototypes Prototype?

Feel *What might it look like?*

Implementation *What might it work like?*

Role *What might the experience be like?*



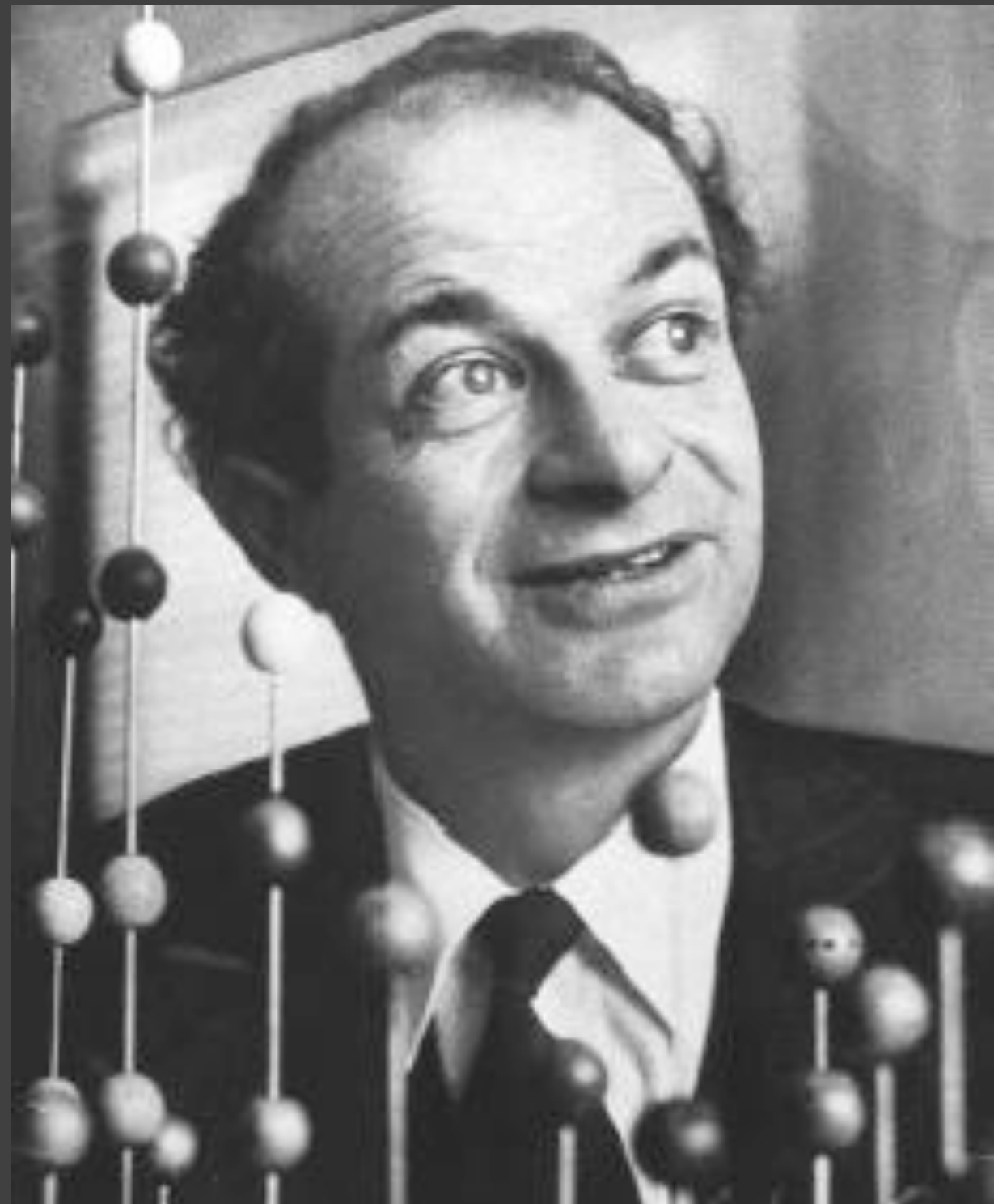
LEARNING /
COMMUNICATION

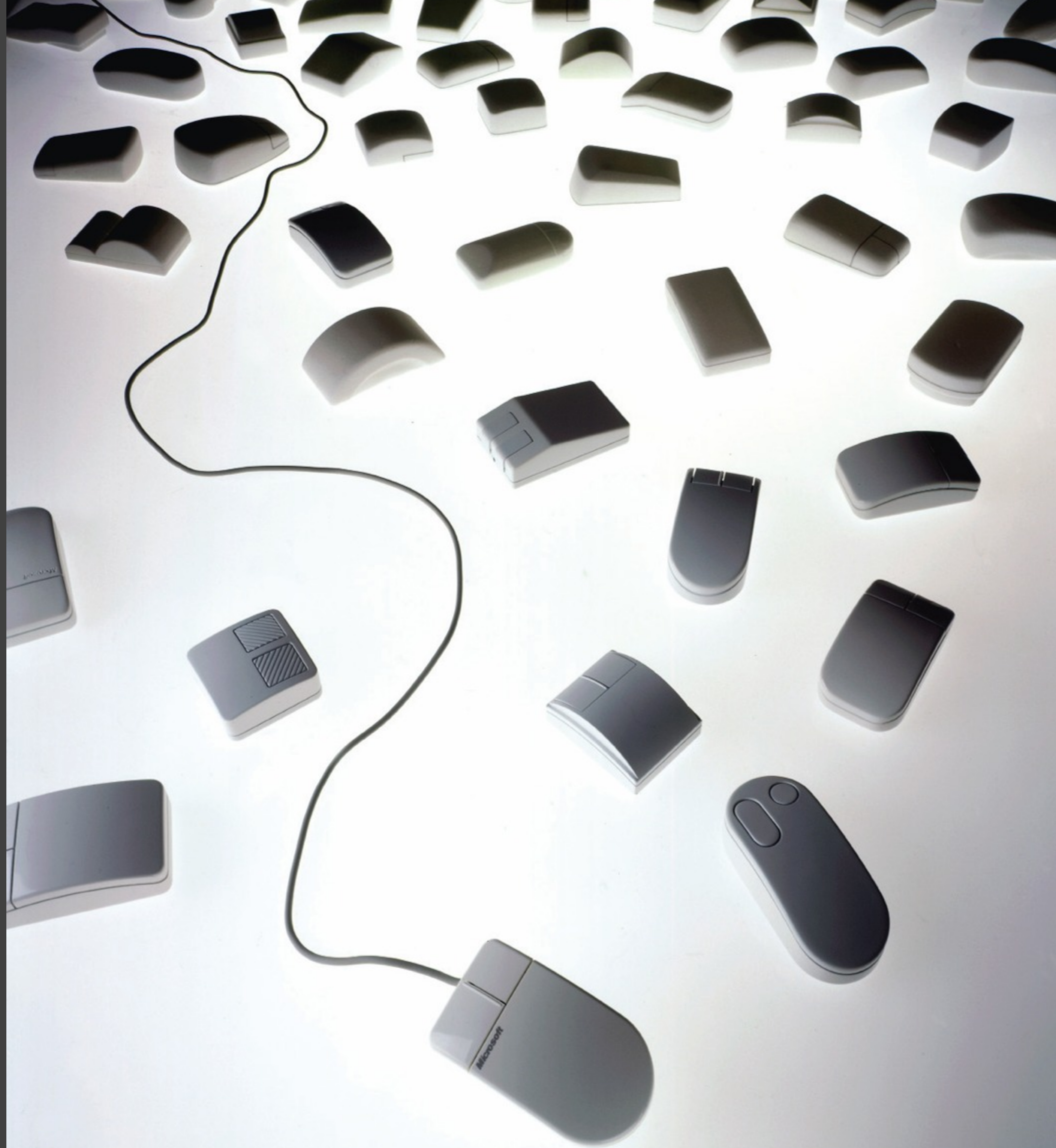
TIME



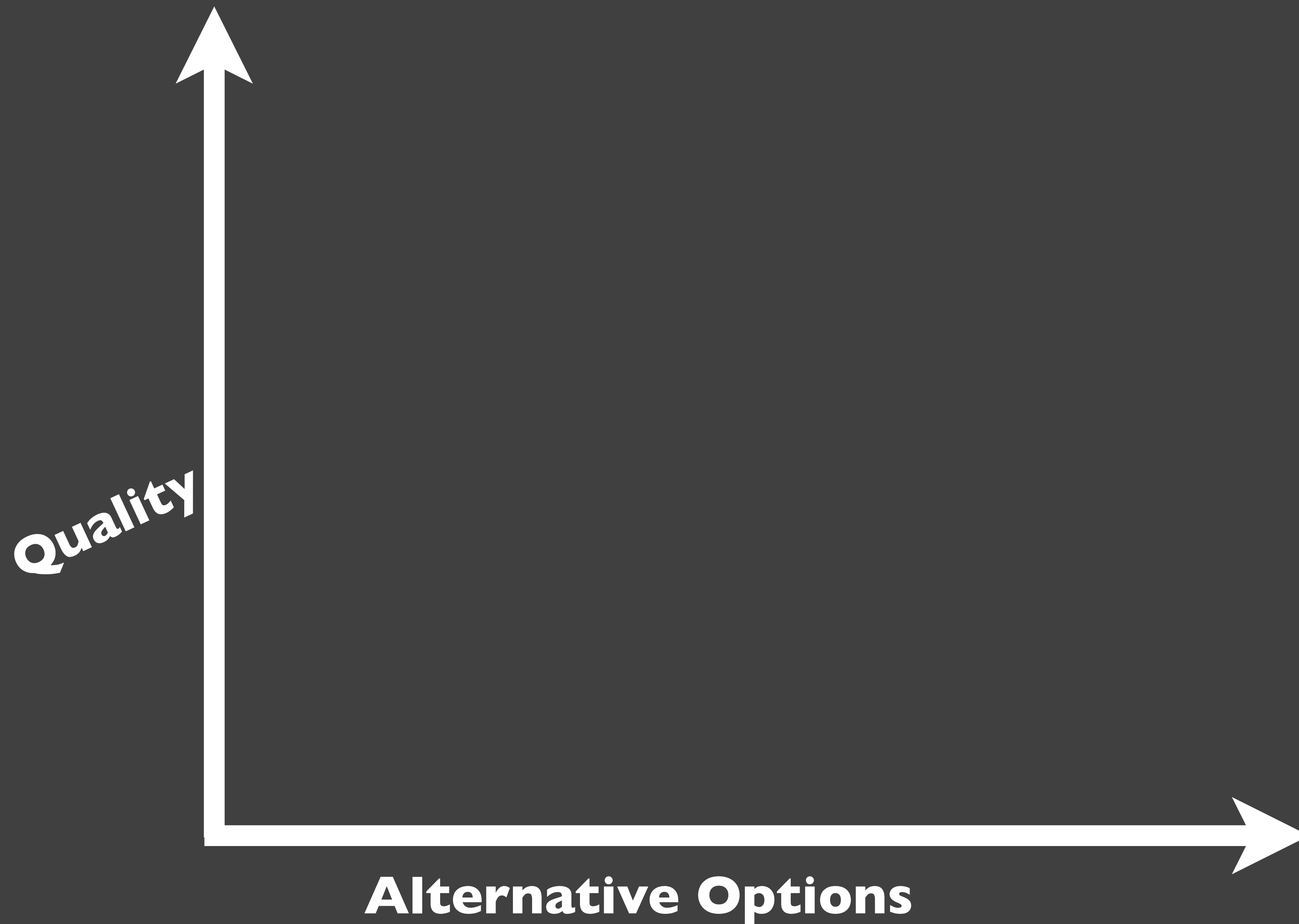
“The best way to have a good idea is to have lots of ideas.”

-Linus Pauling

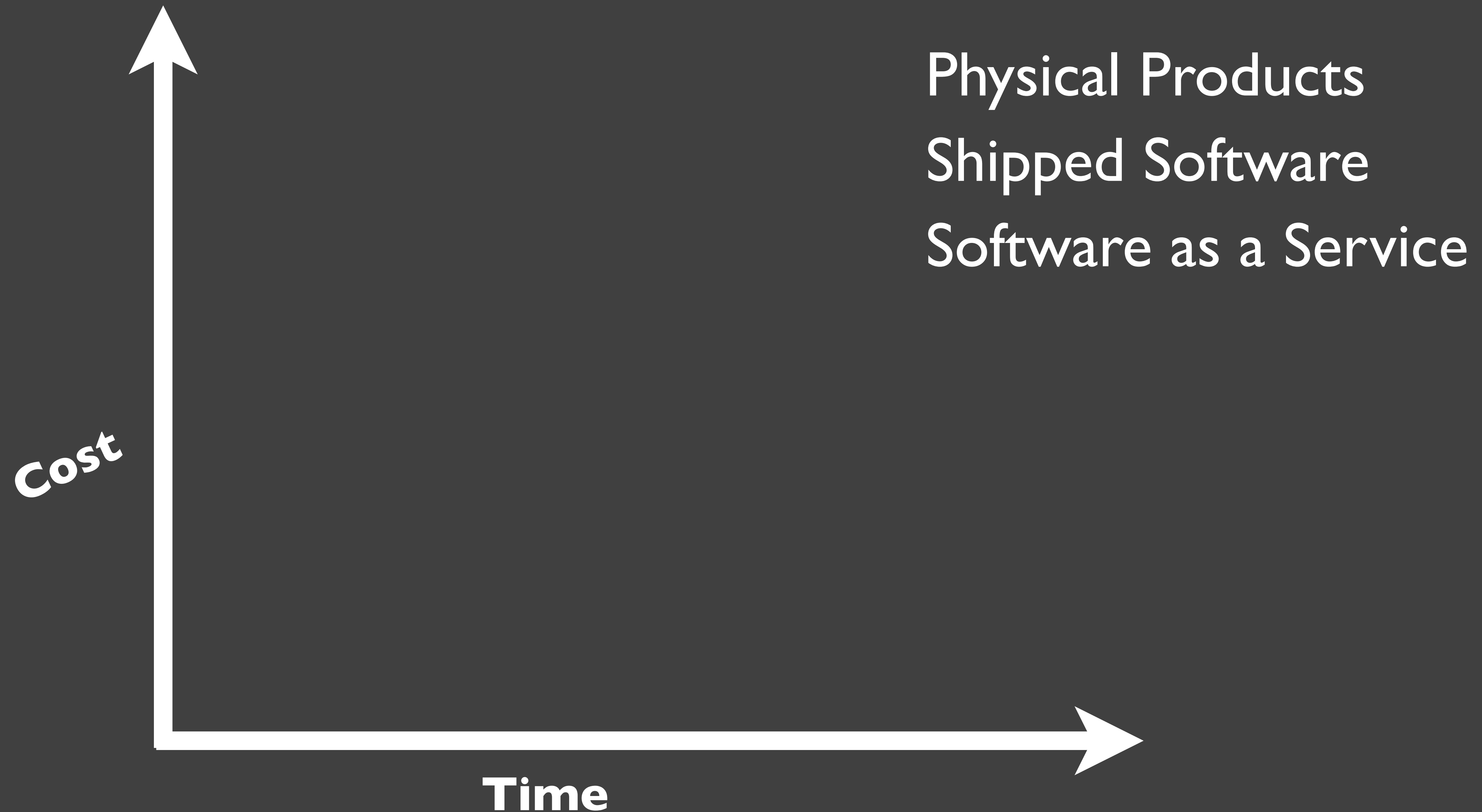




Rapid Prototyping as Simulated Annealing



Cost of change over time?



- Prototypes
- Are questions
- Ask lots of them

Further Reading

- Bill Buxton, *Sketching User Experiences*