

User Experience Design

# Lesson 3 Summary

Pause now and think about the trade offs for both low and high fidelity prototypes. What are some of the benefits of this type of prototyping? What is the downside? What about the fidelity prototyping tools? These are great for helping users to see what the final product will look/feel like, plus you can easily access widgets that are already in use for prototyping so you don't have to put a lot of time into building something, but what is the downside? Is there a cost?

There were several tools provided for high, low and mobile prototyping mentioned in Chapter 18 of your text. Try to recall as many of these tools as you can, as these may come in handy in your role as a UX Designer. Write them down and investigate them further when you have time.

When you're ready, continue to the section summary and knowledge check for Section 3.

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