Assignment1

1853790 计 2 庄镇华

1.What is your understanding of prototyping?

Answer：

- What is Prototyping

A prototype is an early sample, model, or release of a product built to test a concept or process or to act as a thing to be replicated or learned from. It is part of a more detailed process for producing sophisticated products and services. According to the Wikipedia, a prototype is designed to test and try a new design to enhance precision by system analysts and users. Prototyping serves to provide specifications for a real, working system rather than a theoretical one.

In my view, what prototyping mean is to rapidly create an approximation of a design idea so that people can quickly get feedback and learn. People are able to improve their design and gain insights from it. Prototyping can be used to help people understand what each person is talking about in a really concrete way in the communication between the two parties. Prototypes are incomplete and time-sensitive.

We create a prototyping model after doing enough research, including gathering idea, data, information, demands, evaluation, etc. When completed, prototyping is presented as a direct reflection and demonstration of how stakeholders and end-users can make function and interaction with any elements given.

- types of prototyping

1)Paper Prototype: printed or hand-drawn representation of the user interface of a software product

2)User Experience Prototype: represents enough of the appearance and function of the product

3)Visual Prototype: represents the size and appearance, but not the functionality

- The advantages of prototyping

1)Have a solid foundation from which to ideate towards improvements—giving all stakeholders a clear picture of the potential benefits, risks and costs associated with where a prototype might lead.

2)Can adapt changes early—thereby avoiding commitment to a single, falsely-ideal version, getting stuck on local maxima of UX and later incurring heavy costs due to oversights.

3)Show the prototype to your users so they can give you their feedback to help pinpoint which elements/variants work best and whether an overhaul is required.

4)Provide a sense of ownership to all concerned stakeholders—therefore fostering emotional investment in the product's ultimate success.

5)Improve time-to-market by minimizing the number of errors to correct before product release.

● The disadvantages of prototyping

1)Always do high-fidelity prototyping at the very first stage. It definitely cost more time and energy, and the taste is even bitter when we have to redesign everything.

2)Misunderstanding of prototype and finished system from users. Especially for high-fidelity design, the user may have a limited thought cause they feel like this is how an APP works, so they can't feedback usefully.

3)Ignore feasibility. Some of our design may not work out during the real development stage.

● how prototyping works best

1)Practical functionality and reasonable interactions in logical.

2)Communication with our boss, stockholders, users and team members internal in time. It's easy to involve in multi members working on together. Moreover, with convenient Review and Markup, all that involved in design development can talk and leave a comment freely.

3)Avoid high-fidelity prototyping and adopt unified style.

4)Do fast prototyping.

5)Get user feedback and do multiple-test. This is a requirement both of appealing and challenging. A usability test can feedback us which part is in error, of bad user experience and need to improve.

References：

[1]https://www.interaction-design.org/literature/topics/prototyping

[2]https://www.techopedia.com/definition/13136/prototyping

[3]https://www.mockplus.com/blog/post/advantages-of-prototyping

[4]https://www.uxmatters.com/mt/archives/2019/01/prototyping-user-experience.php