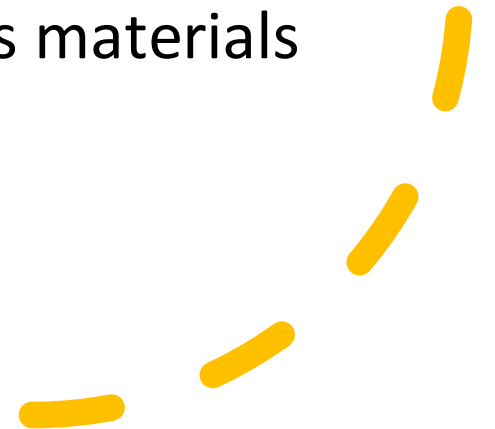# Prototyping

From an idea to an implementation

At first, define the plan

- Think about the ideation and scenarios; check the material you have made (drawings and texts)
  - **Do you want to change something?**

- Do you want to change the shape of your idea?
  - Note that the final plan doesn't need to look like the items used in ideation

- When the idea is finished you can move onto:

the prototyping!

Prototype building

- **Prototype** (mock-up, sample, model etc.) means the original, first version of a new product
- With prototype
  - The product's functionality can be presented
  - Idea/product can be tested
- Prototype is not a final product

- Prototype can be done with various materials and techniques.

Low fidelity (lo-fi) prototype

- Low fidelity prototype is a way to showcase high-level design concepts in tangible and testable way before making the actual product.

- They are meant for testing the functionality of the product.

- Examples of low fidelity prototyping techniques are:
  - Paper prototype
  - Clickable wireframe

Paper prototypes and clickable wireframes
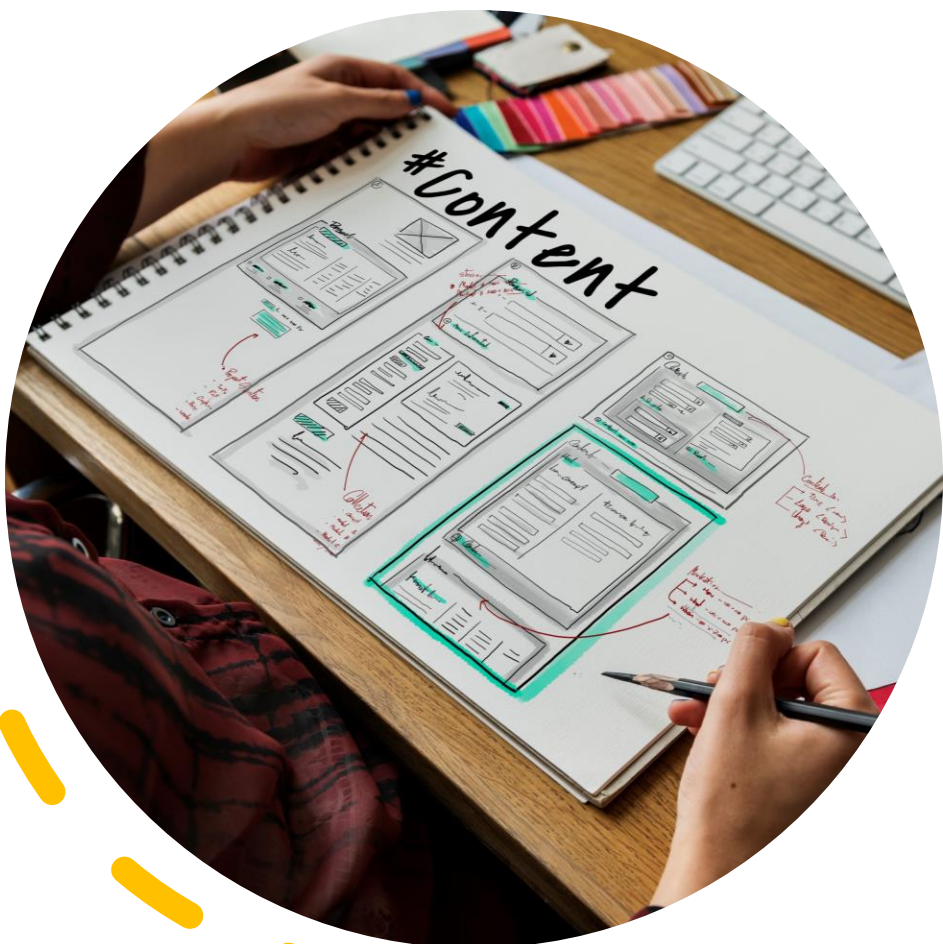
- Paper prototype shows step by step how the application works by drawn screens of each page of the application.

- For making a paper prototype possible materials to use could be paper, cardboard, clue, scissors, pens, etc. crafting materials

- Clickable wireframes are the simplest way of making an interactive protype.

- Wireframe tools, such as Figma, allow you to link static pages, similar to those made in paper prototypes, together.

Source: Adobe Blog, Figma

High fidelity (hi-fi) prototype

- High fidelity prototypes are digital prototypes that are as close to the actual product as possible.

- This prototype is usually made when the plan for the product is clear and testing with actual users or approval from stakeholders is needed.

- Digital prototype can be done with a special tool made for this purpose or by coding.

Source: Adobe Blog

Making a paper prototype

1. Work together and create the device/app you ideated out of the given materials

2. The materials can be utilized to your liking and further changes can be made to the prototype if necessary

3. Lastly, present your prototype to the entire class and tell how it works

Interactive prototype

- Prototype can be made interactive. This means that prototype can be used i.e., tried out and tested.

- Interactivity can be added by utilizing digitality, with which **lights, sound, movement, etc.** can be added

- You can make your prototype interactive with utilizing for example:
  - Coding, robots, laser cutting, 3D printing, etc.