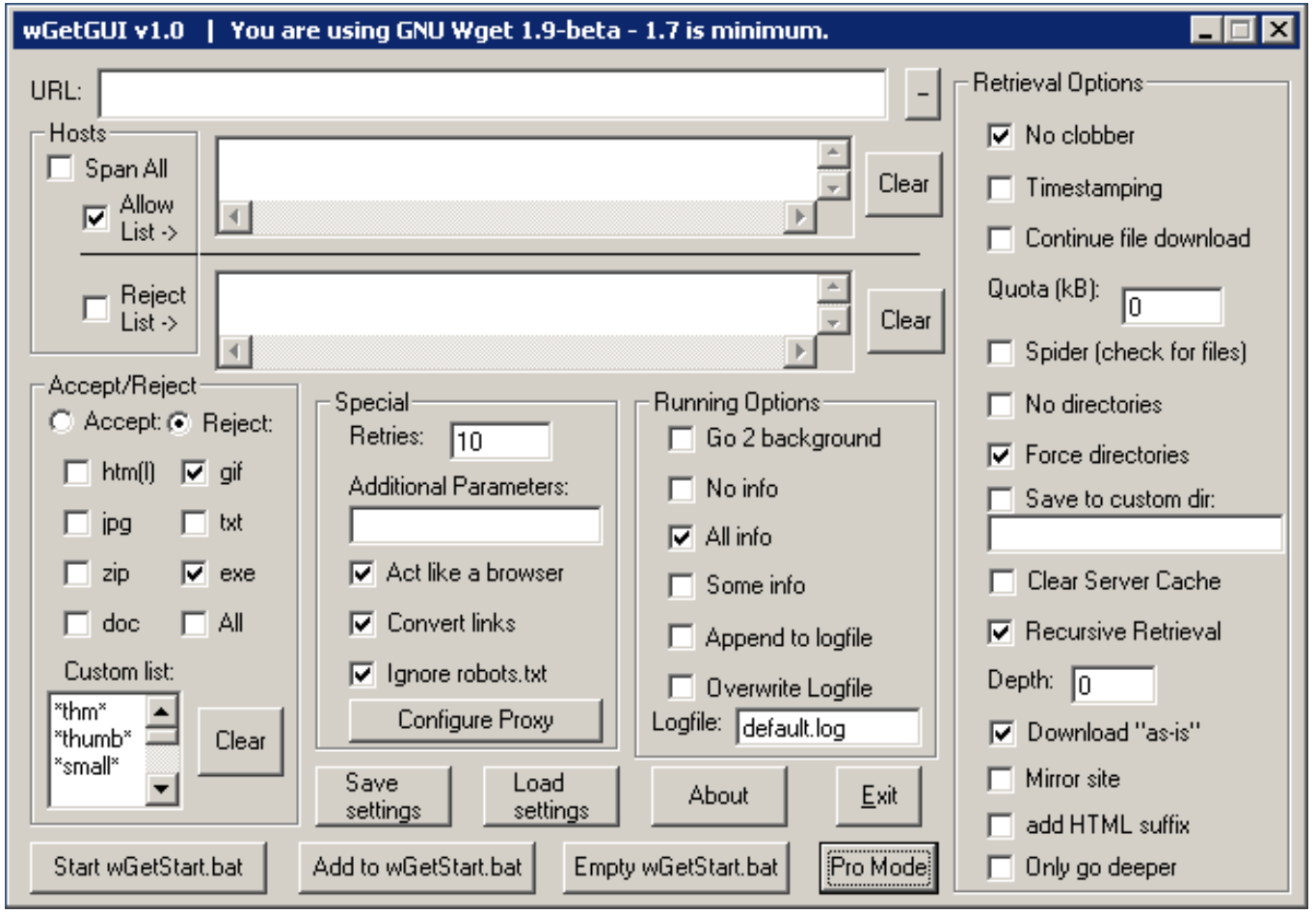
Prototyping

Why not just code?

- We still design/prototype when coding
- Lack of clear design direction
- Too much focus on functionality and features
- What about the users?

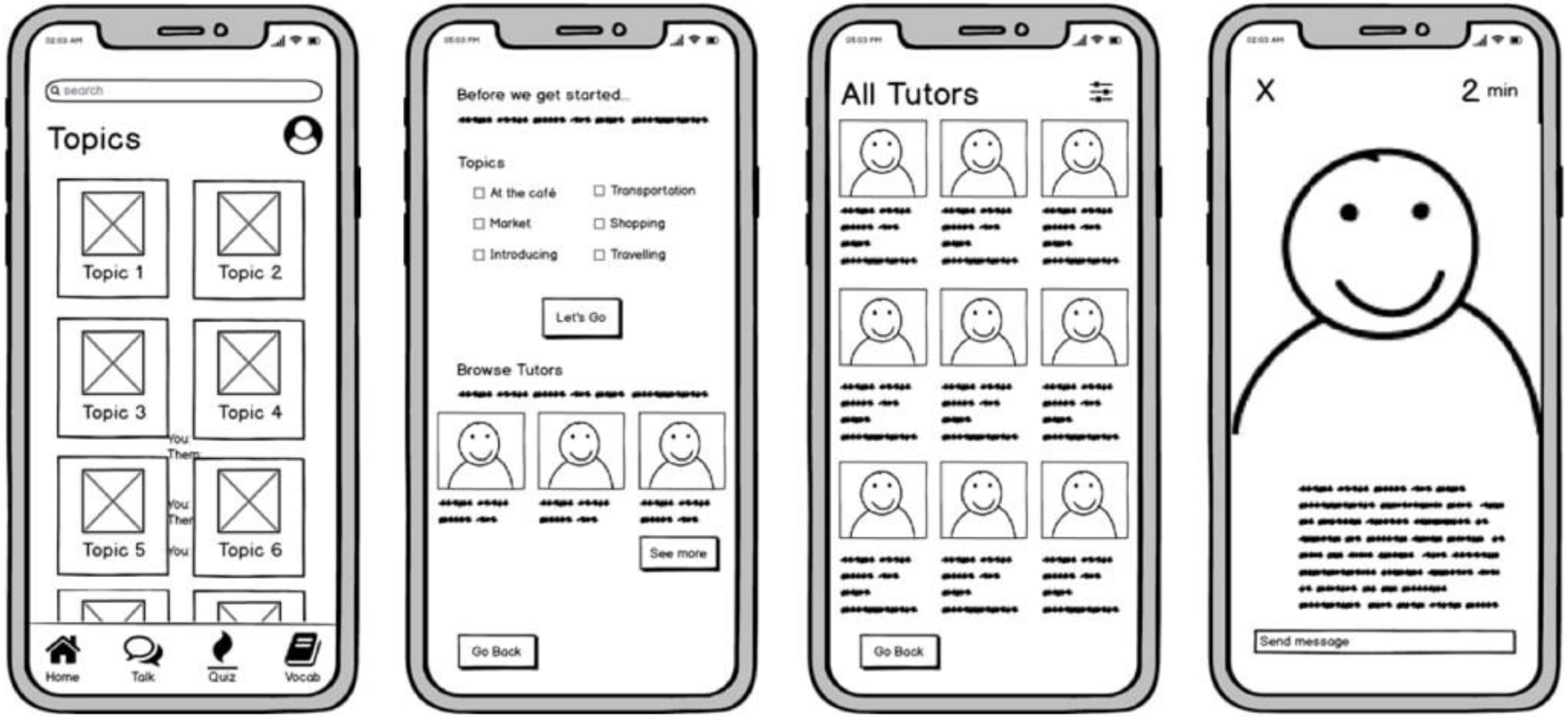


Why is it good?

- An expression of design intent
- Saves time in the long run to find design issues earlier
- Prototypes exist at many different stages and quality levels
- For our purposes, we are grouping them into two different categories

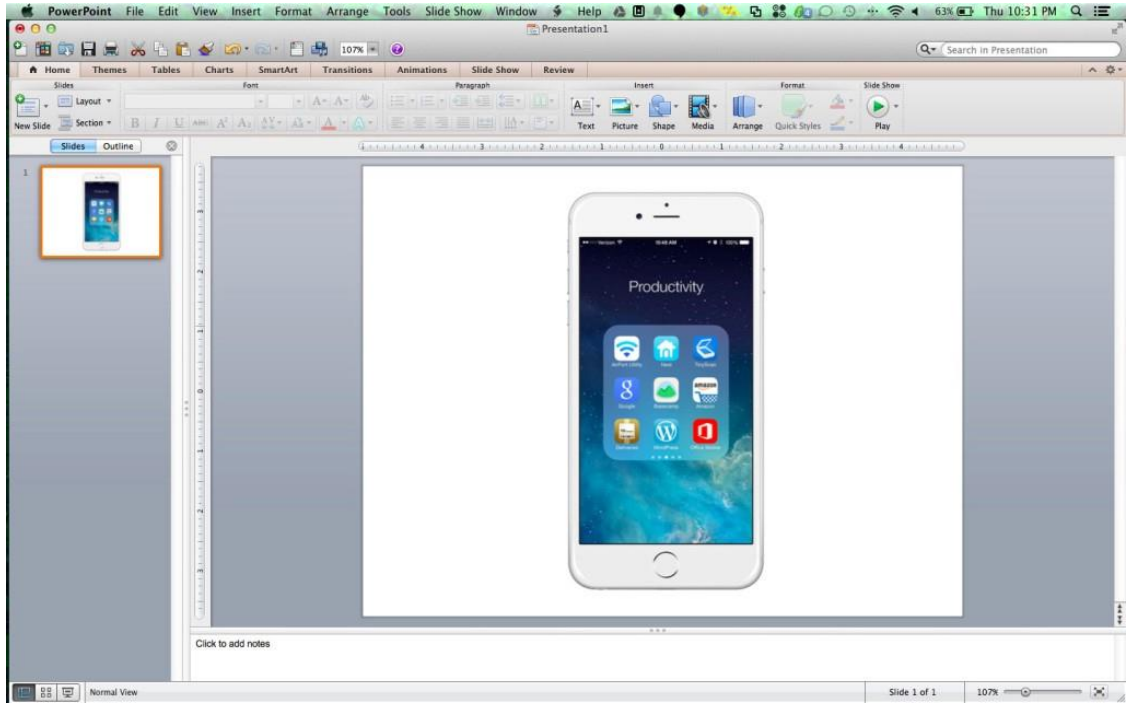
Low-Fidelity Prototype

- A focus on organization of information and general interactions



From Paper to Polygons

Paper Wireframe



Clickable Wireframe

Key Principles of Lo-Fi Prototype

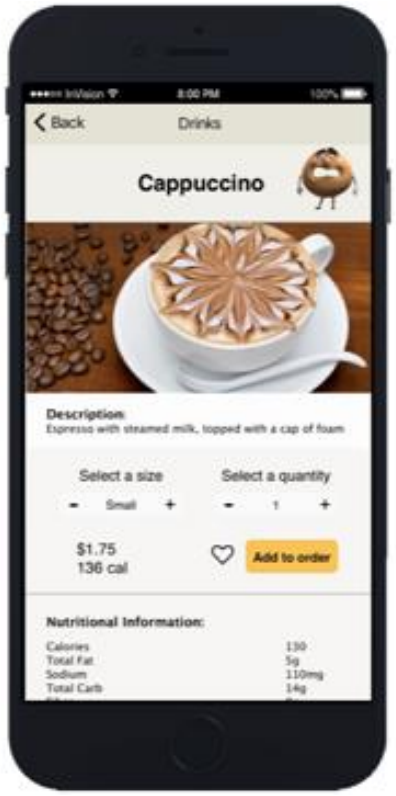
- Focus on the core concept of your design
  - functions
  - structure
  - process
- Don’t worry about visual appeal
  - this is **not** about flair and fancy effects
  - black and white is fine as well as stock images/placeholders
- Gathering insight
  - this is about generating a conversation about your idea

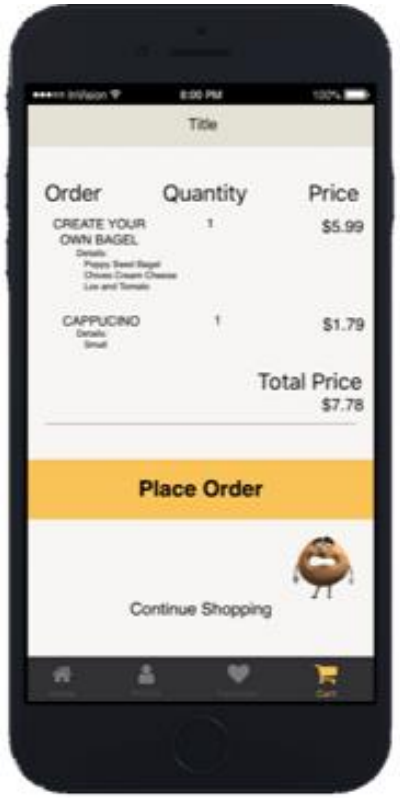
Lo-Fi Advantages / Disadvantages

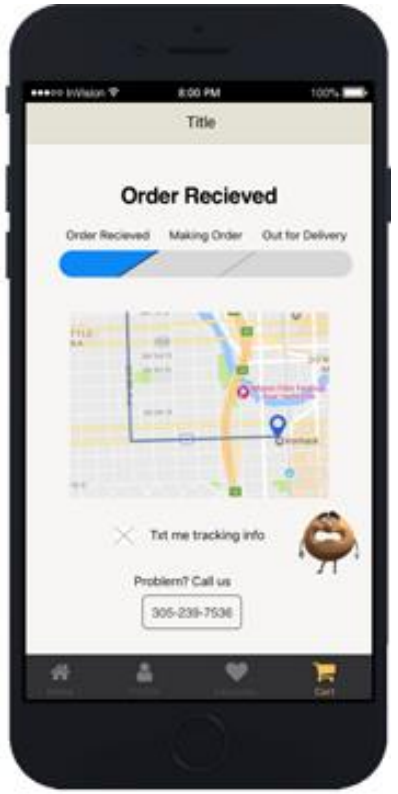
Advantages	Disadvantages
Inexpensive (can be done on paper!)	Limited interactivity (can mitigate a bit with clickable prototypes)
Fast	Testing requires some imagination
Non-technical	Hard to convey complicated interactions
Helps bring clarity to the design direction	Cannot confirm a solution will work or is feasible
Early Testing	
Can confirm a solution is viable	
More willingness to change	

High-Fidelity Prototype

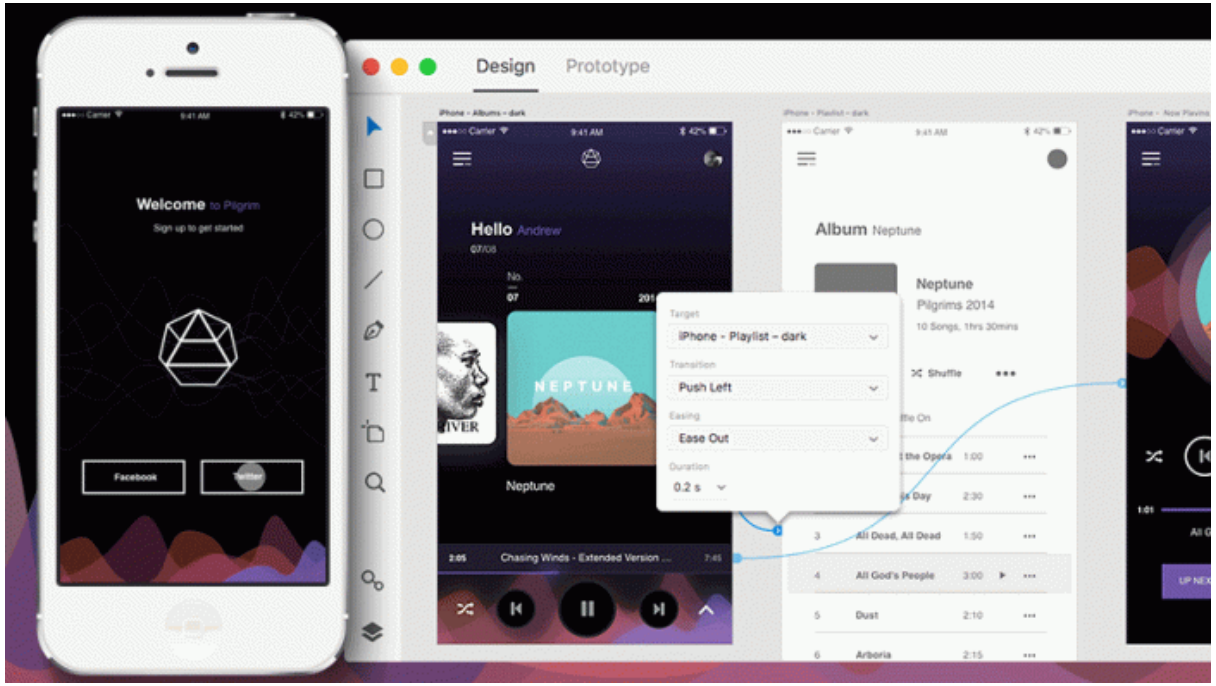
- A focus on presentation and style

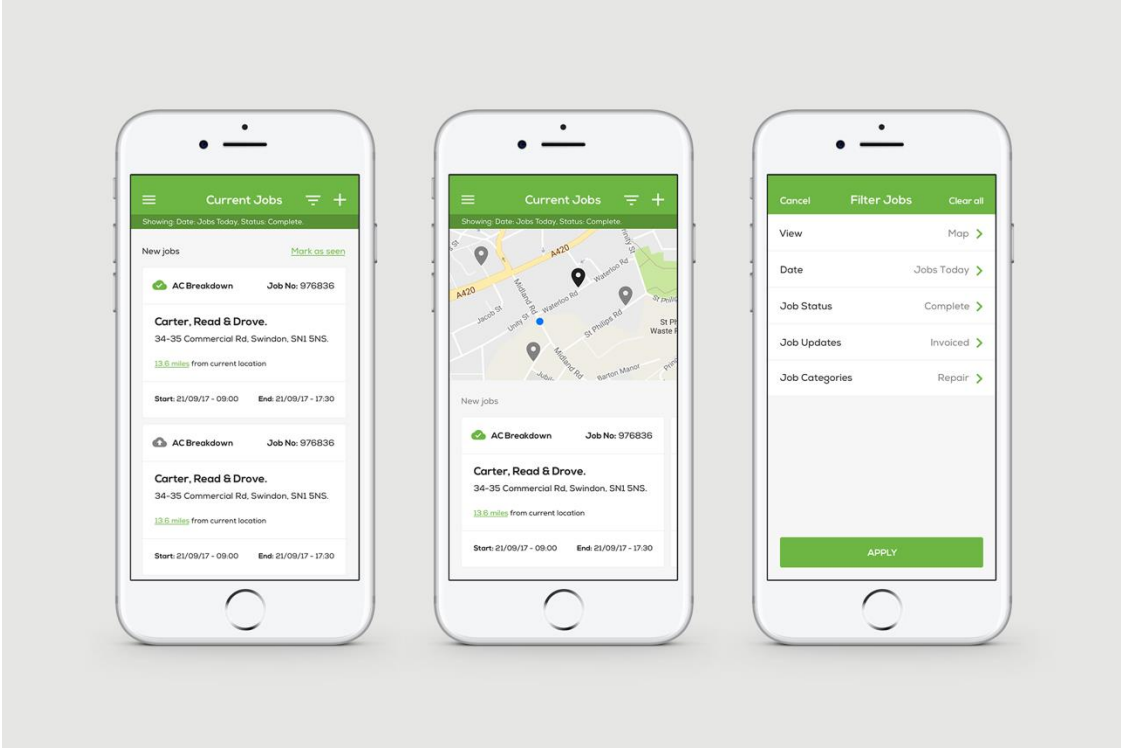






Getting Real





Key Principles of Hi-Fi Prototype

- Realistic look and feel
- More closely resembles the final product
- High degree of interaction
- Emphasis on the experience and more detailed usability
  - design aesthetics

Hi-Fi Advantages / Disadvantages

Advantages	Disadvantages
Can still be done relatively quickly	Expensive (in software and time)
Better representation of the final product	Requires a higher degree of technical and visual design skills
More accurate usability feedback	Not well suited for major changes

What are we going to use?

- Figma!
  - A popular choice for prototyping (Lo-Fi to Hi-Fi)
- Can get basic click interactions for state transitions and limited controls (no dynamic data)
- Can collaboratively edit the document by sharing your Figma project with your team (need the educational discount for this)
- Primarily drag and drop interface with a community repository of components