

Prototyping

Low Fidelity Prototyping

When building hardware and software, much of the design can happen without touching anything more high-tech than a pencil and pad.

A paper mock-up of an interface's look and feel can be shown to users before any investment in the actual development of the software/hardware.

- This is quick and cheap to create and easy to modify with the user.
- You can design a few, compare/contrast them, and merge ideas.
- It doesn't look like a product yet, so users can be more comfortable suggesting radical changes in the design.

Lo-Fi Tools

Paper/Pencil sketches of the general outward appearance convey the general ideas. This can allow us to focus on the high-level concepts.

Storyboards can be created to present snapshots of the interface and specific stages in the user interaction towards an actual goal. This can give a better feel of the progression of the workflow.

Can use techniques which incorporate sketches, sticky notes, transparencies, etc. with which we can simulate how the interface would actually behave without having to build anything. This can be more flexible in a walkthrough – consider a user that says “I’d click on that” to accomplish something and points to something that we thought was just decoration – you could move to the next screen or overlay anyway (something you could not do with a “real” live implementation).

“Handheld Computer of the Future”

