

HCI: GROUP VI

STAGE TWO: PROTOTYPING

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Prototyping

Prototyping Methods

Pros & Cons

Our Prototypes

Test Measures & Changes

“Prototyping is an experimental process where design teams implement ideas into tangible forms from paper to digital.”

Source: <https://www.interaction-design.org/literature/topics/prototyping>

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Low-fidelity

Low-fidelity prototypes usually entail quick and simple sketches depicting the flow of a program, they are simple and easy to make as the design process is akin to traditional methods that have been in use for many decades already

High-fidelity

On the other hand high-fidelity prototypes are a result of a more modern technique. These prototypes are highly functional and interactive. They behave very similarly to the final product since most of the design aspects are already developed and integrated.

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Low-fidelity **VS** *High-fidelity?*

Pros

- Simple
- Low-tech
- All you need is pen and paper
- Quick turnover

Cons

- Have to be developed further
- Non interactive
- Can be hard to visualise function

Pros

- Great visualisation of final product
- Interactive
- Less development later on

Cons

- Takes longer to develop
- Often requires lo-fi prototype first
- More expensive

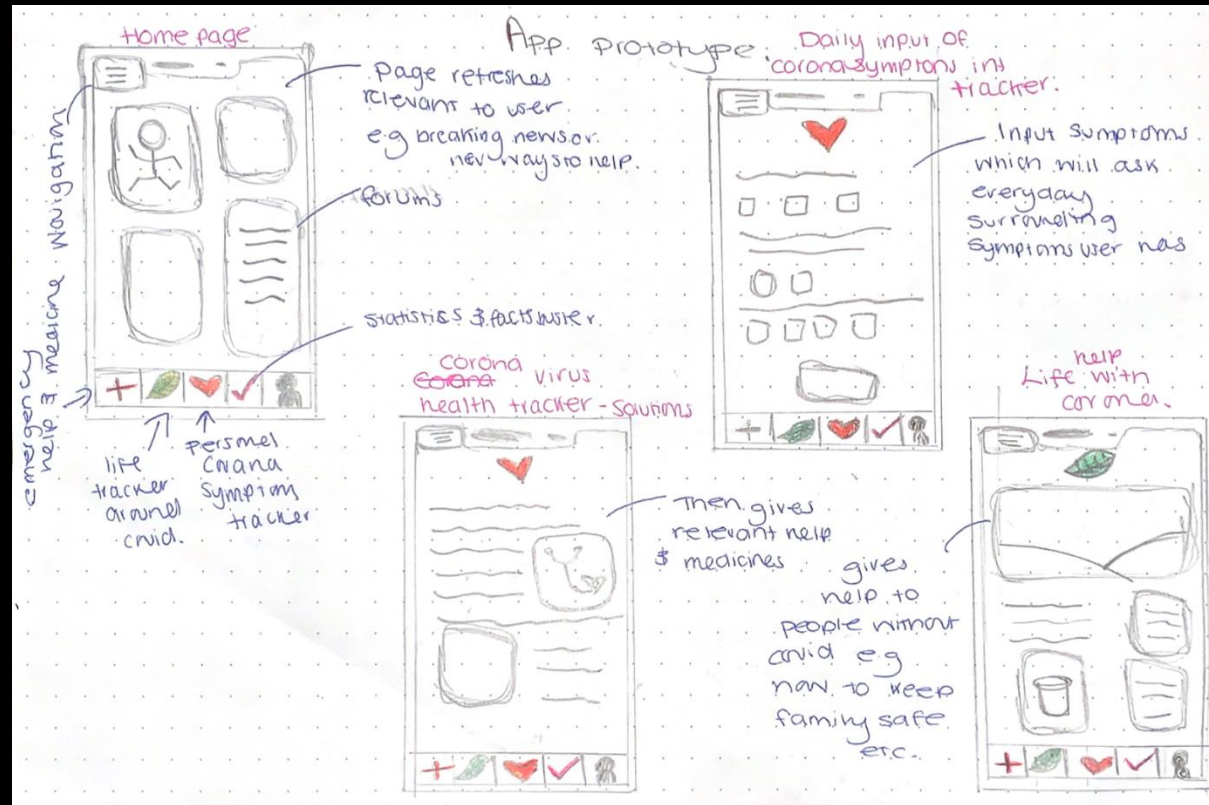
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-Jada Osei-wusu

Pros

- Simple
- Well described

Cons

- Mobile only format
- Non interactive

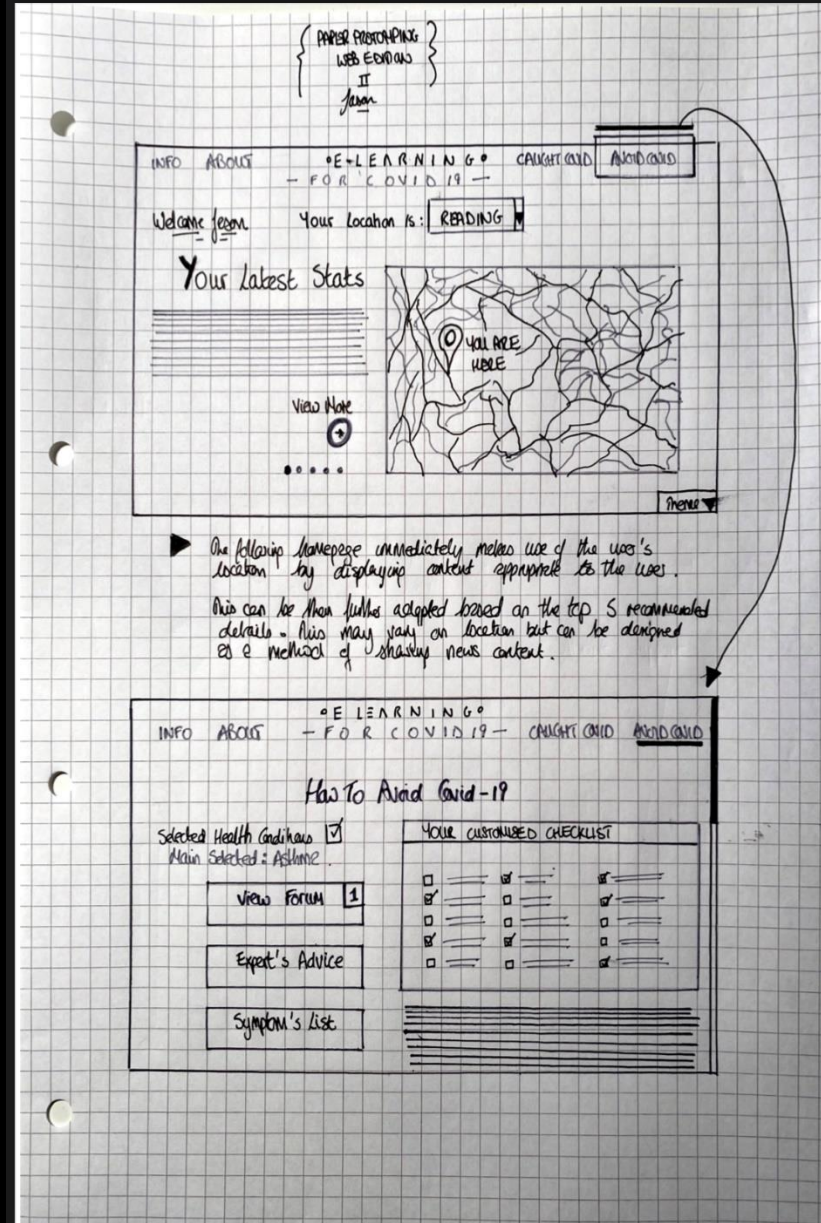
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Pros

- Choose location
- Gives plenty of information
- Desktop support

Cons

- Lacks content of words

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Test Measures

Be careful when comparing your prototype with real working examples. Always let the user testing know that even with high-fi prototypes that the product is not yet complete.

When a user reaches a “dead end” in the prototype it is wise to let them know with a notification when they reach these spots even though you have already told them it’s not fully functional.

Changes

One important thing to remember when designing a prototype is that you must plan for changes. Never assume your first product will be perfect as that is very rarely the case.

Take user feedback very seriously since at the end of the day their opinion will mean the difference between a successful, easy to navigate and use product compared to something that no one will want to use.

After you make any changes, always make sure to go back to your testers and get their feedback on whatever you have changed/updated