

# Intro to Prototyping

COSC 480: User-Centered Design

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# T4: Requirements & Models

Due this **Sunday** by 11:59pm (PR4 by Monday)

1. Optional: Revise your System Concept Statement
2. Define requirements (user story format)
3. Define user profiles
4. Create journey maps
5. Create concept map
6. Write reflection & list contributions

# Team Meetings

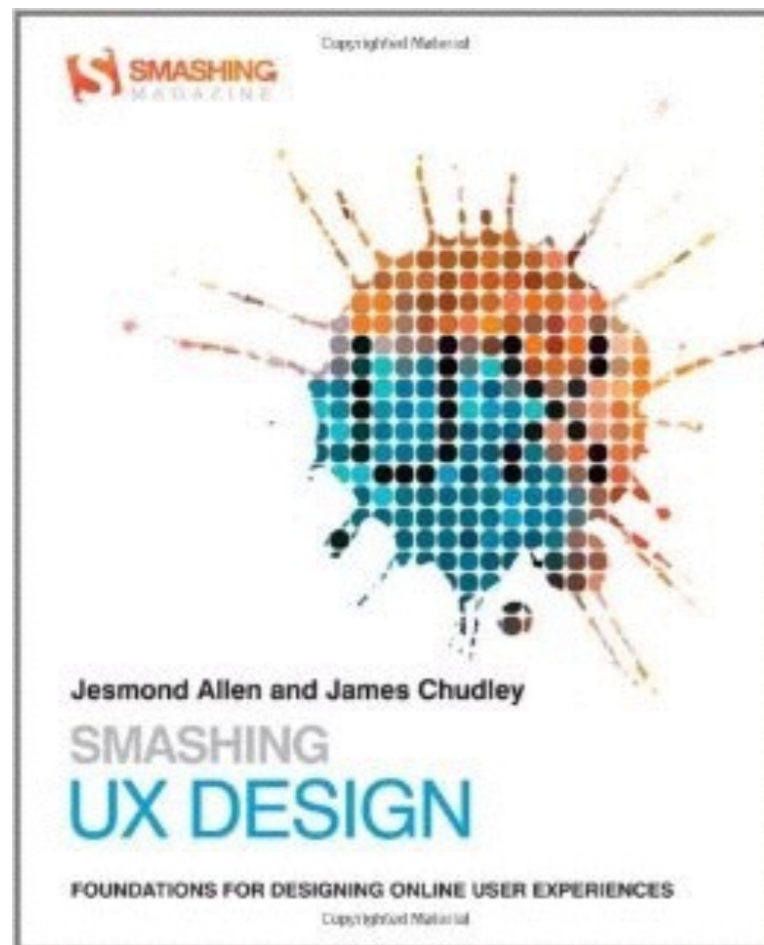
- Each group will meet with me over the next week to discuss team progress and work so far.
- Schedule your meeting at: <http://doodle.com/poll/innexrbdkrg6cg9y>
  - One doodle response per group
  - I will email you to confirm your appointment

# T5: Wireframes

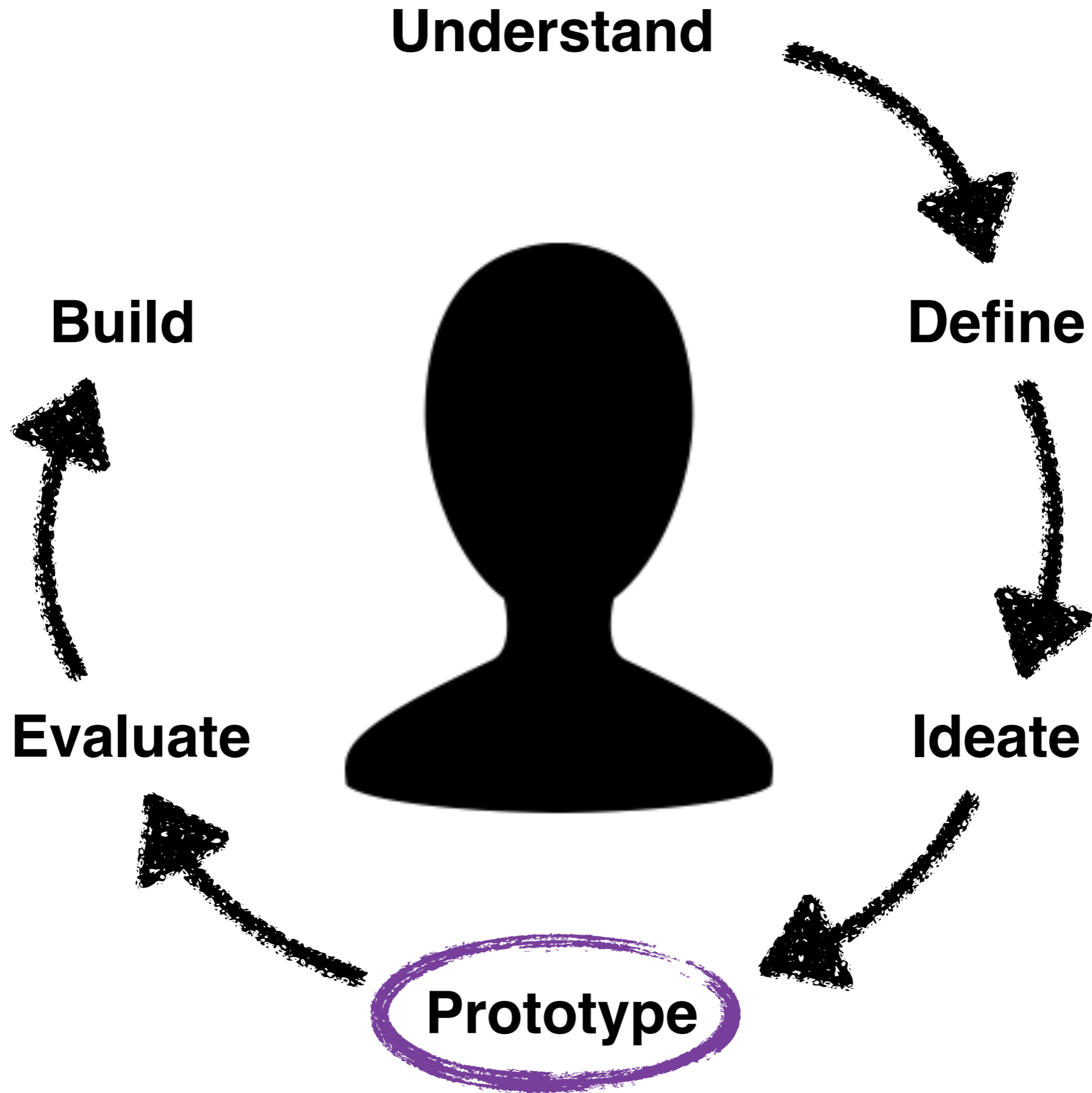
Due next Friday by 11:59pm (PR5 by Sunday)

1. Optional: Revise your System Concept Statement
2. Online Closed Card Sort
3. Site Map
4. Wireframes
5. Reflection & Contributions List

# Prototypes



## **Chapter 18:** Using Prototypes to Bring Your Ideas to Life



# Prototyping Principles

- **The Fundamental Principle:** Create a product manifestation that filters for qualities the designers are interested in, without distorting the understanding of the whole
- **The Economic Principle:** The best prototype is one that makes the possibilities and limitations of a design idea visible and measurable in the simplest and the most efficient way
- **The Anatomy of Prototypes:** Prototypes are filters that traverse a design space—they concretize and externalize conceptual ideas

# Low Fidelity Prototypes



- Does not look much like the finished product
- Pros:
  - Inexpensive
  - High-level perspective
  - Low resistance to change
  - Flexible and responsive
- Cons:
  - Require imagination
  - Missing details & aesthetics



# High Fidelity Prototypes

- Looks like the final product
- Pros:
  - Completeness
  - Behavior
  - Aesthetics
- Cons:
  - Costly to build and change
  - Users think of as full system
  - High resistance to change

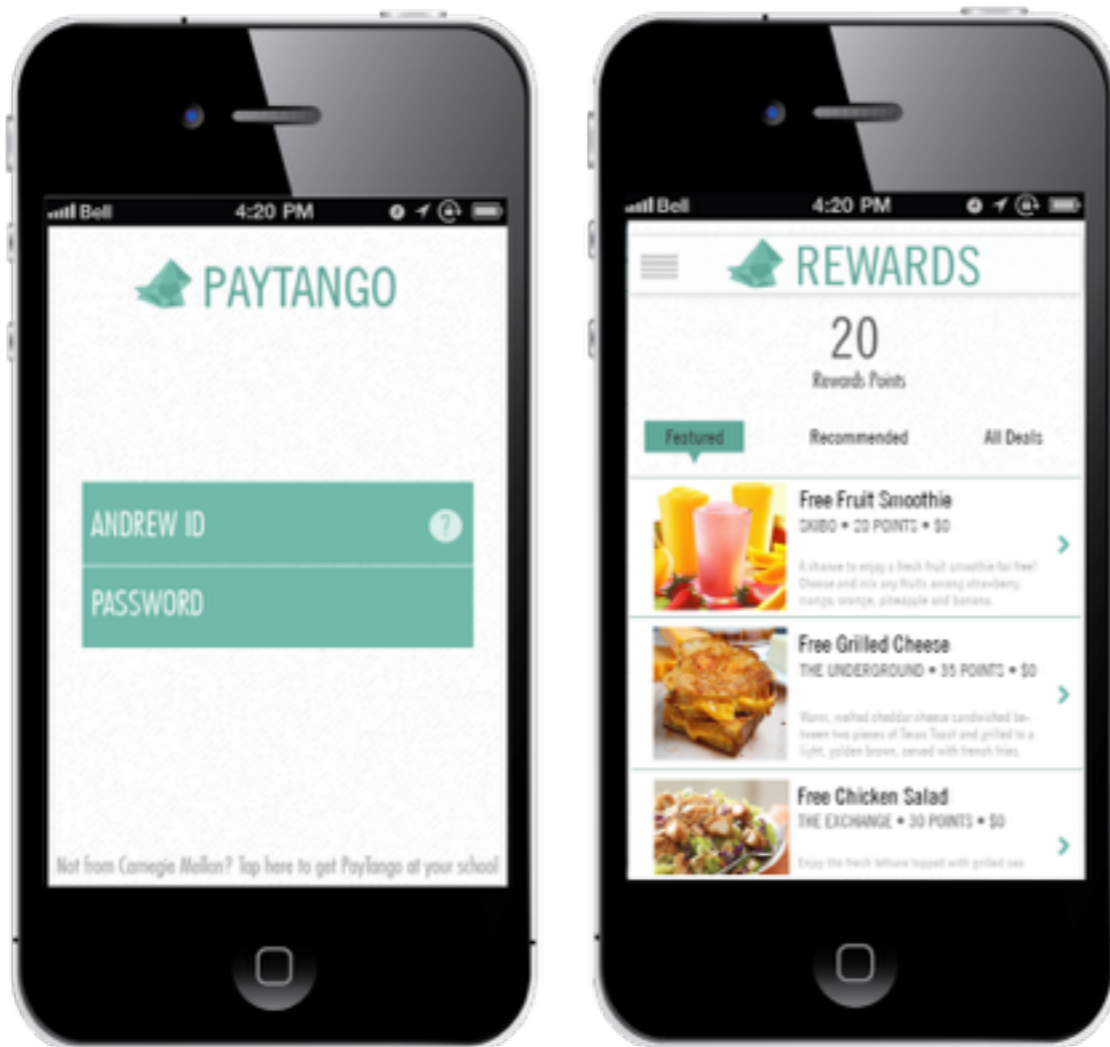


image from <http://www.elinakim.com/payplaid.html>

# Prototyping Software

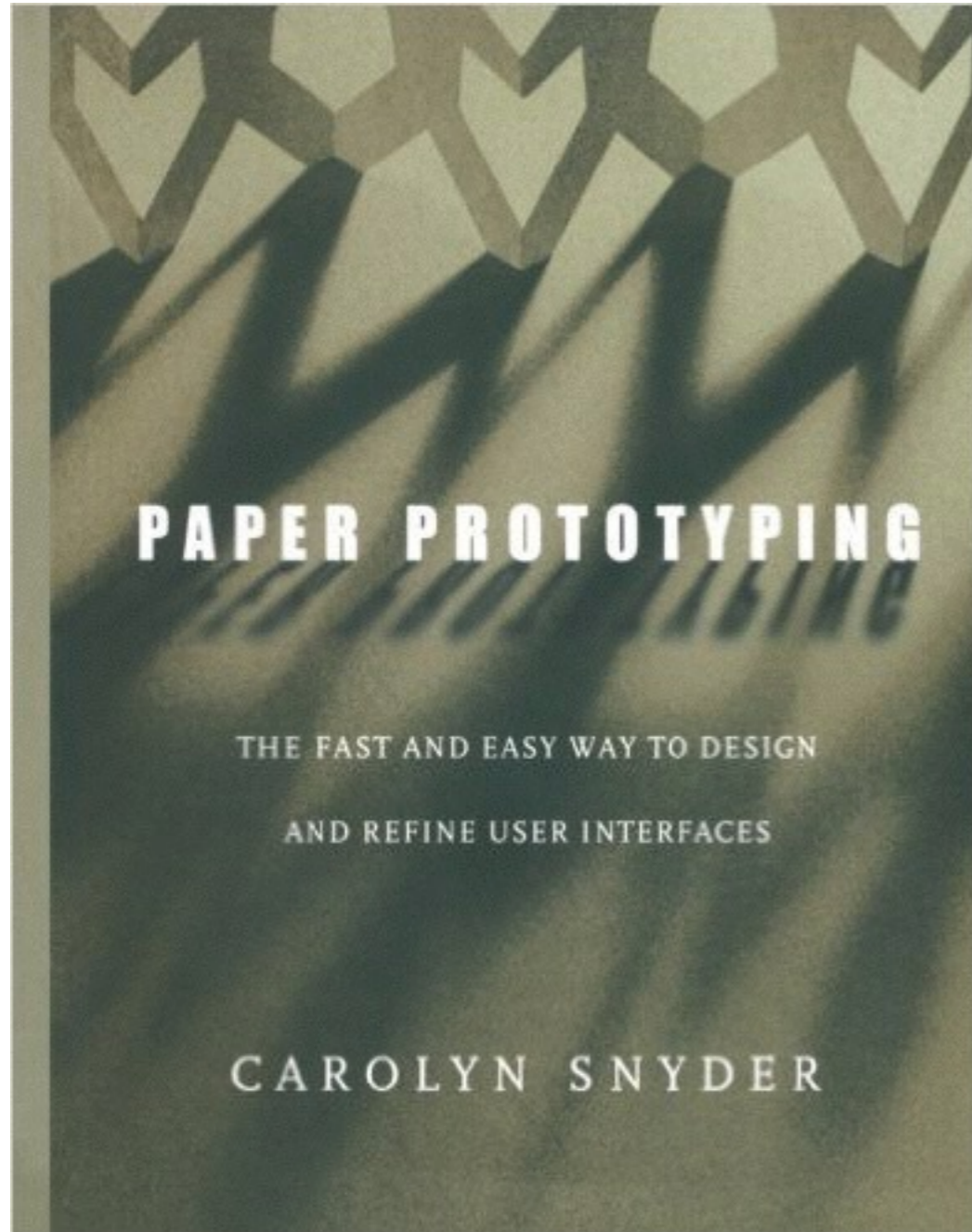
- Balsamiq (free trial for this class)
- Axure RP (free student licenses)
- Mockplus (free extended trial for students)
- POP (free limited account & printable templates)
- Marvel (free limited account)
- Adobe Experience Design CC (lab machines)
- Pencil Project (free and open source)

# Prototyping Software

So many options! Which to choose?

- <http://www.cooper.com/prototyping-tools>
- [https://en.wikipedia.org/wiki/Comparison\\_of\\_software\\_prototyping\\_tools](https://en.wikipedia.org/wiki/Comparison_of_software_prototyping_tools)
- <http://socialcompare.com/en/comparison/mockup-wireframing-design-tools>

# Reading for Monday



**Carolyn Snyder**  
UX Consultant

**Chapter 1:** Introduction  
**Chapter 2:** Case Studies