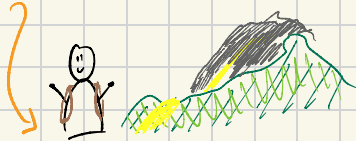


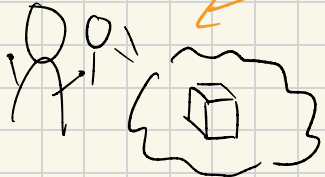
WHAT DO

PROTOTYPES

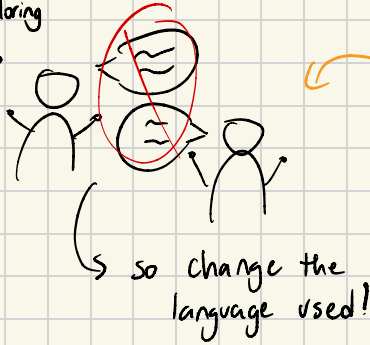
PROTOTYPE?



Core means of exploring and expressing designs

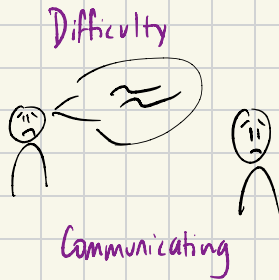


Focus on the **artifact** being designed and its **purpose**



so change the language used!

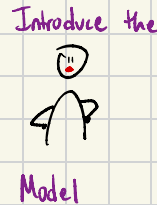
1.



Difficulty

Communicating

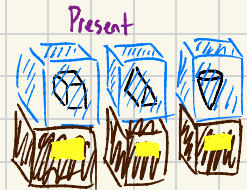
2.



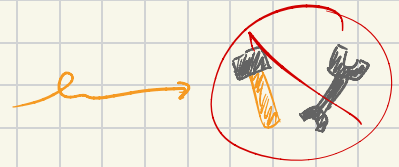
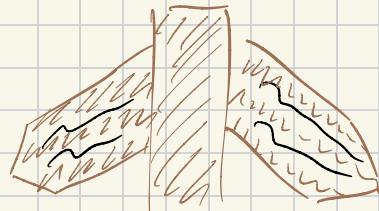
Introduce the

Model

3.



Examples



Mention of tools can be

DISTRACTING

?
It's important to choose the right kind of prototype

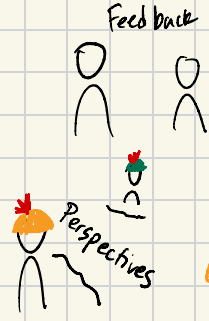
THE PROBLEM WITH PROTOTYPES



"Selecting the focus of a prototype is the art of identifying the **MOST** important design q's."

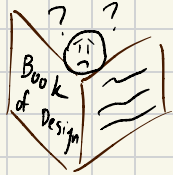
Once you have a prototype...

Discuss them with

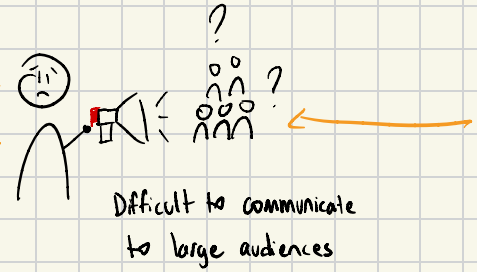


Feedback

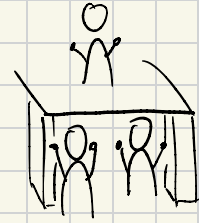
Perspectives



Limited Understanding



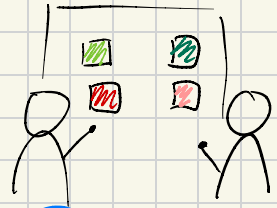
Difficult to communicate to large audiences



Supporting Organizations

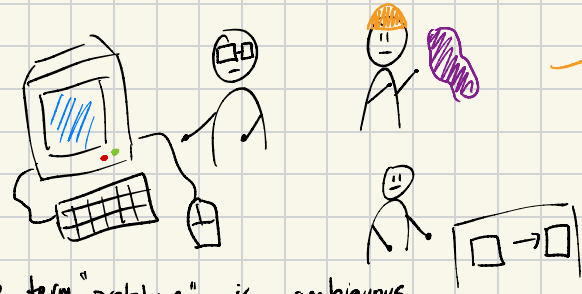


Users



Design Teams

2.1 What is a prototype?



The term "prototype" is ambiguous

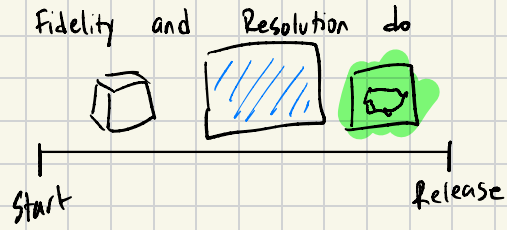
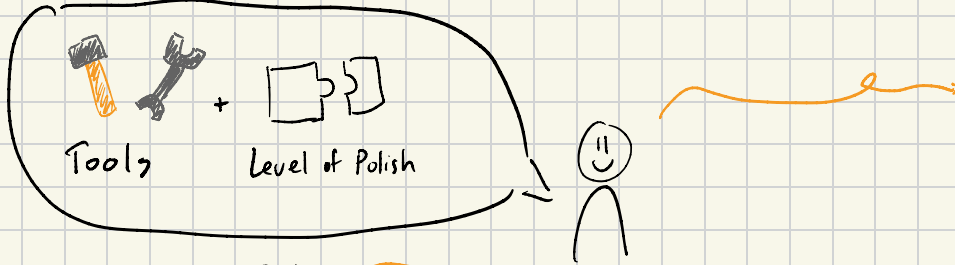
Organizations have



PROTOTYPING CULTURE

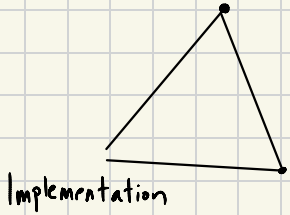
How are prototypes used to explore some aspect of the future artifact?

2.2 Current Terminology



Role

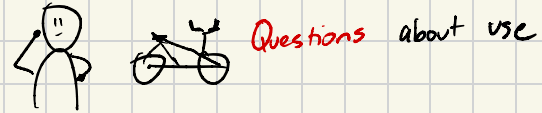
3. What Prototypes Prototype



Artifact: the interactive system being designed

Prototype: any representation of a design idea

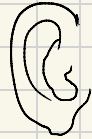
Designer: anyone who creates a prototype in order to design



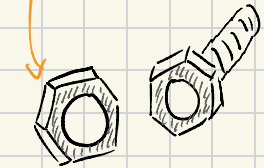
Look



Feel

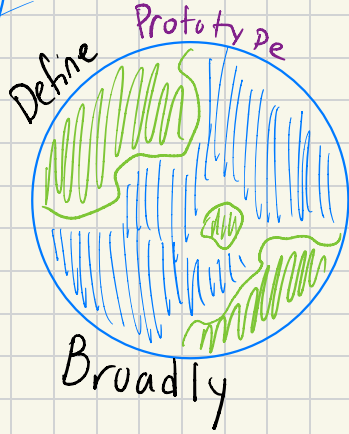


Hearing

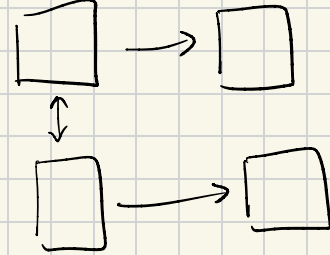


Questions about the techniques and components

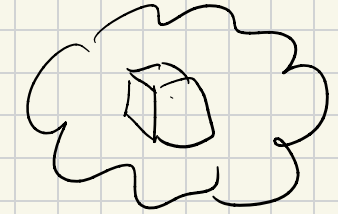
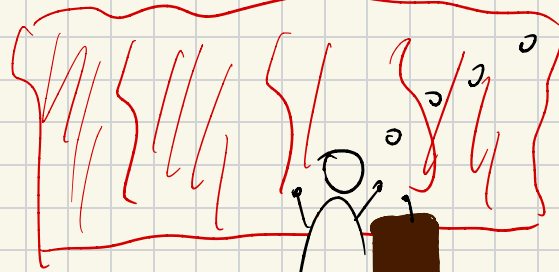
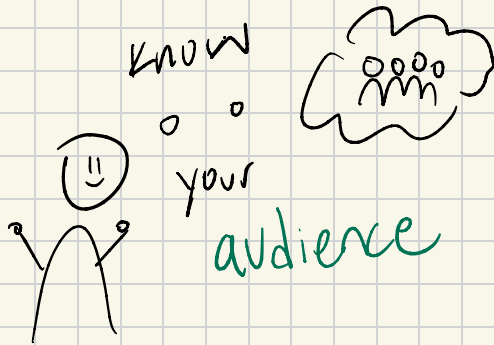
Summary



Build Multiple



prototypes



Prep your audience

