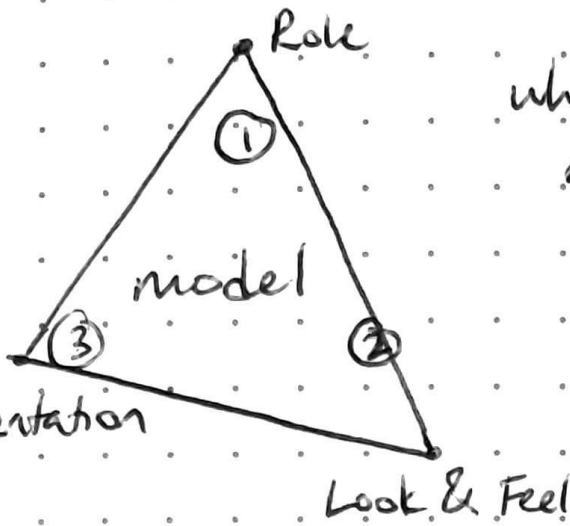
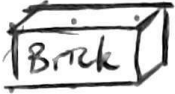


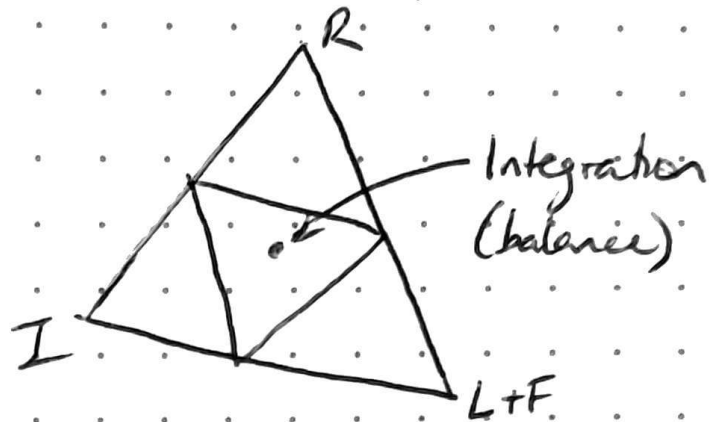
# What Do Prototypes, Prototype?

Emily Yang

Prototypes → not about the media/tools, but HOW THEY ARE USED BY A DESIGNER to explore or demonstrate.



where ① ② ③ are MARKERS of prototypes



investigate Qs of its role to users

## Role Prototypes

- portable notebook computer
- OS user interface
- knowledge navigator
- integrated communicator

answer technical Qs

## Implementation Protos

- digital movie editor
- fluid dynamics sim sys
- graphical rendering technique
- hard to build

concrete exp

## Look & Feel

- fashion design workspace
- learning toy
- architect's computer
- pizza box

to rep complete UX

## Integration Protos

- sound browser
- pile metaphor
- garment history browser

KNOW YOUR AUDIENCE & PROTOTYPE!!!