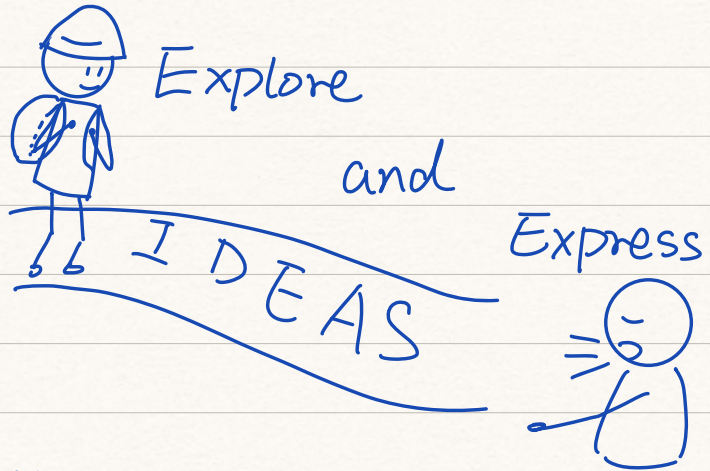


What do Prototypes Prototype?
notes by Yuchen Wang

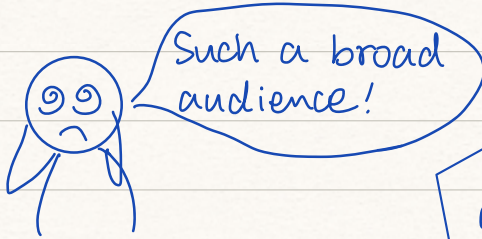


1 Problems with prototypes

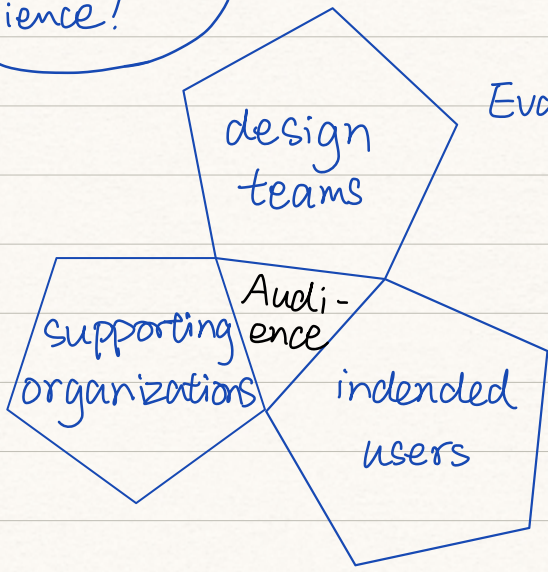
New functionality
What role?
What features?

Novel representation
How does it look and feel?

New Technique
How to implement the design?



indicate progress and direction



Evaluate options

get feedback on evolving designs

2 What is a prototype?

Definitions

resolution → amount of detail

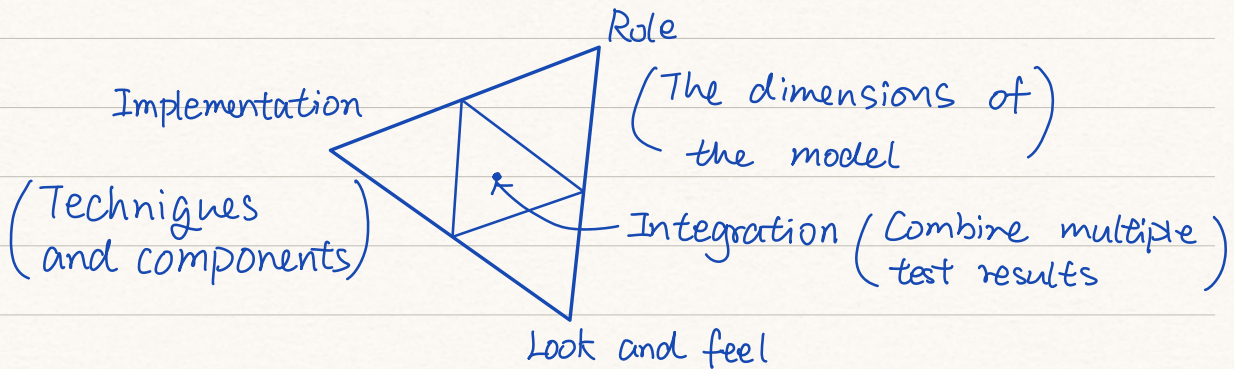
fidelity → closeness to the eventual design

artifact → the interactive system being designed

prototype → any representation of a design idea

designer → anyone who creates a prototype to design

3 A Model



divide any design problem
into these three classes of questions



different approaches to prototyping

