Rapid Prototyping

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Design Thinking

- Process of DT

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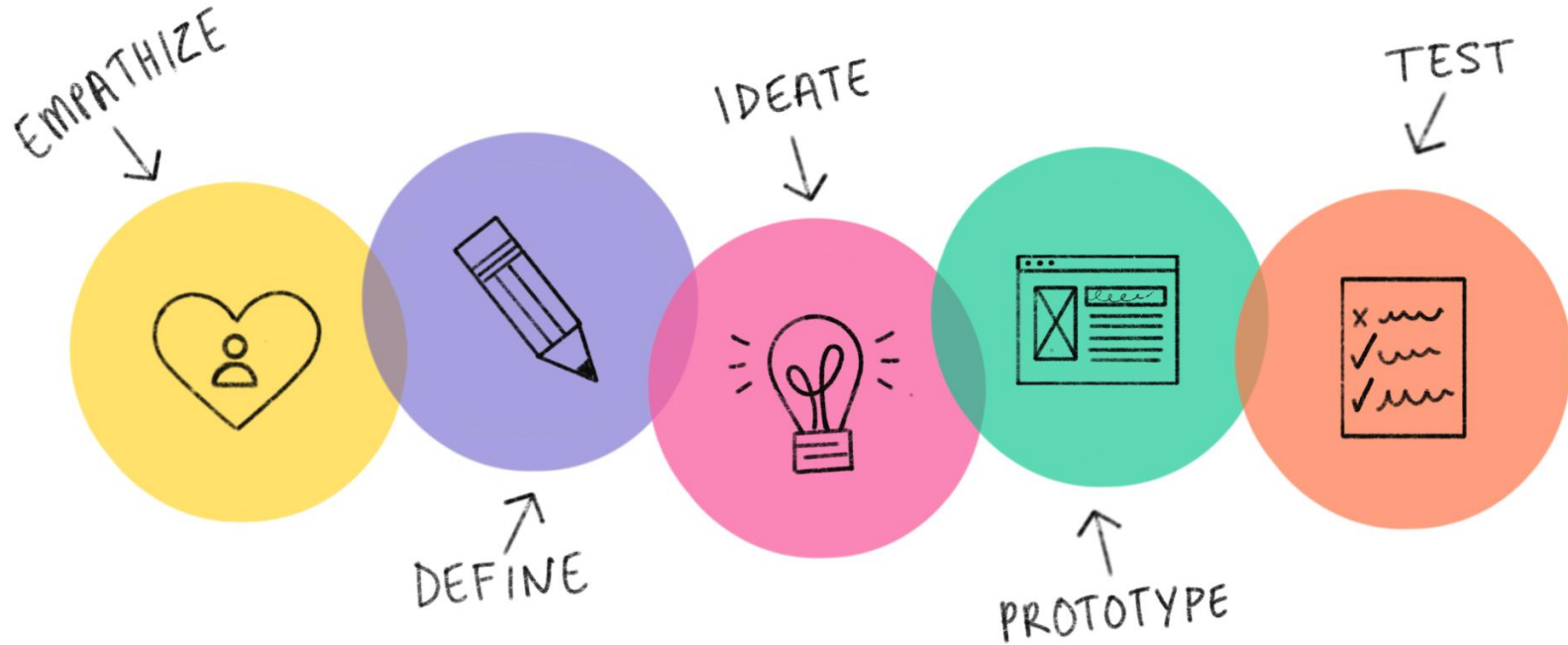
Prototype

➢A prototype is something the user can experience.

➢It's a simple, scaled down, cheap early version of the product.

➢It can be a storyboard, paper cutout, cardboard, digital mockup, miniature model, etc.,

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What leads to prototype?
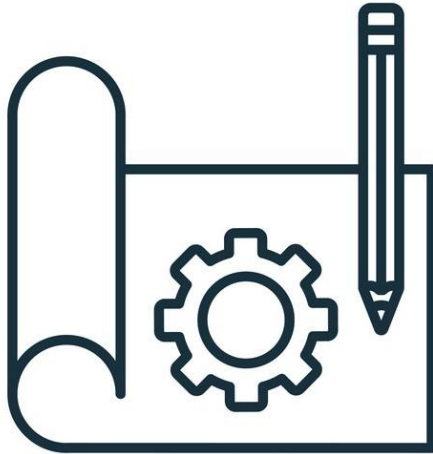
PROTOTYPE

➢ In "Design Thinking", all roads lead to prototyping and testing.

➢ The whole process is biased towards action.

➢ The ultimate goal is to prototype fast, prototype often, and test it on real users.

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- Fail fast and often, then go back to the drawing board and make improvements where you failed.

- Prototypes go through multiple iterations.

- Prototypes are used to test the feasibility of your ideas

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Why Prototype?

Build a prototype and get it into the hands of users to ensure early and regular feedback. The team will observe, measure, record and judge how the users interact with the prototype.

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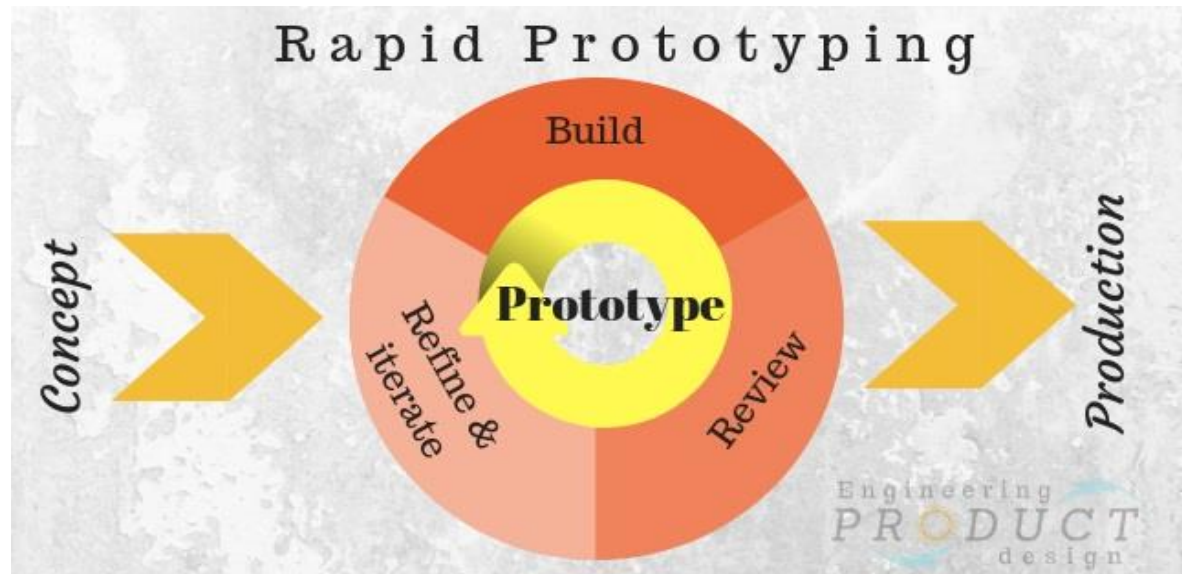
Guidelines for Prototyping

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✓Start building immediately.

✓Don't spend too much time on a single prototype.

✓Build with the end user in mind.

✓Build to create an experience. Build something they can see and touch and feel.

✓While building imagine yourself as the user.

✓Break the whole prototype down into different components.

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Testing the Prototype

❖ Bring in the end users and have them experience it. Make them speak about their moment-by-moment experience so you can capture every small detail of how they are experiencing it.

❖ Actively observe and enthusiastically engage the user throughout their experience.

❖ Follow up with the user who had the experience with a set of questions.

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Test

Types of Prototype
- Functional Prototypes
- Display Prototypes
- Miniature
- Throw away

Understanding Fidelity
- Low Fidelity
- Medium Fidelity
- High Fidelity

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