

SNS COLLEGE OF ENGINEERING

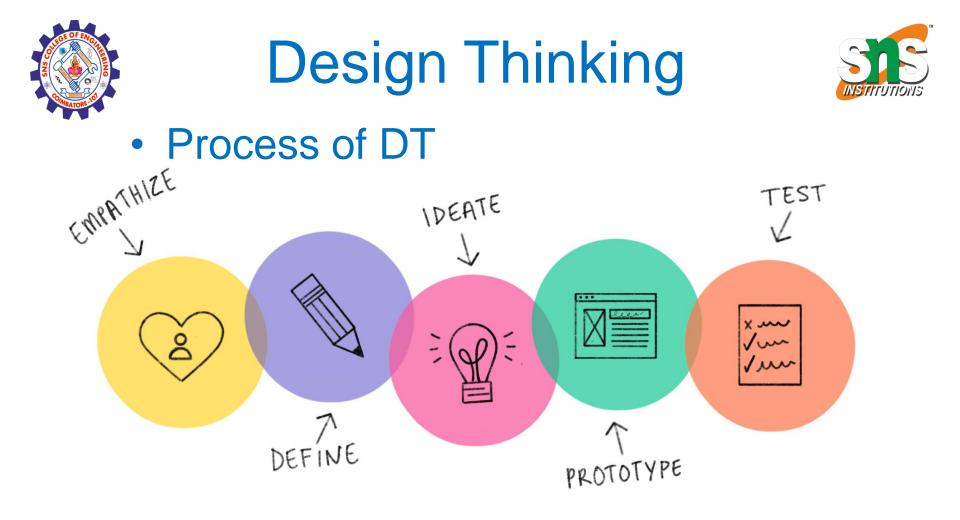
(Autonomous) DEPARTMENT OF CSE-IoT (CS &BCT)



Creating a Pitch for Design

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Prototype





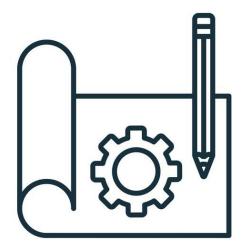
 \triangleright A prototype is something the user can experience. \succ It's a simple, scaled down, cheap early version of the product. \succ It can be a storyboard, paper cutout, cardboard, digital mockup, miniature model, etc.,

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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.





- 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

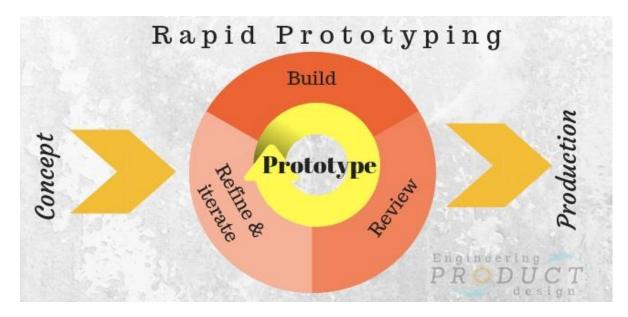


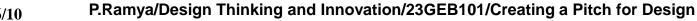






Build a prototype and get it into the hands of users to ensure early and regular feedback. The team will observe, measure, record and judge how the users interact with the prototype.







Guidelines for Prototyping **Guidelines for Prototyping**

- \checkmark Start building immediately.
- \checkmark Don't spend too much time on a single prototype.
- \checkmark Build with the end user in mind.
- \checkmark Build to create an experience. Build something they can see and touch and feel.
- \checkmark While building imagine yourself as the user.
- ✓ Break the whole prototype down into different components.



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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.









Types of Prototype

- •Functional Prototypes
- •Display Prototypes
- •Miniature
- •Throw away

<u>Understanding Fidelity</u>

- •Low Fidelity
- •Medium Fidelity
- •High Fidelity



