

#RRR 02 PROTOTYPING

This series of videos tell me everything about prototyping from paper to digital and native prototyping such as some useful tools to test and validate

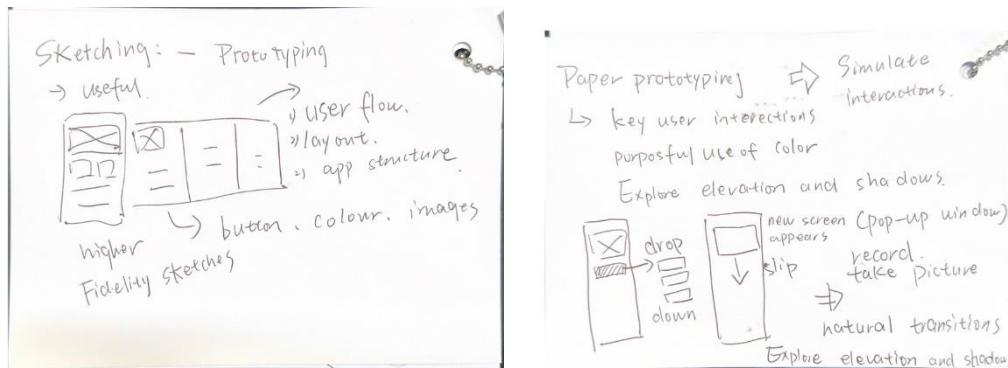
Rapid Prototyping - Sketching

Prototype is an experimental model of an idea. It's a way to give ideas a presence that we can put in front of someone else to see if our idea has value.

Sketch prototyping

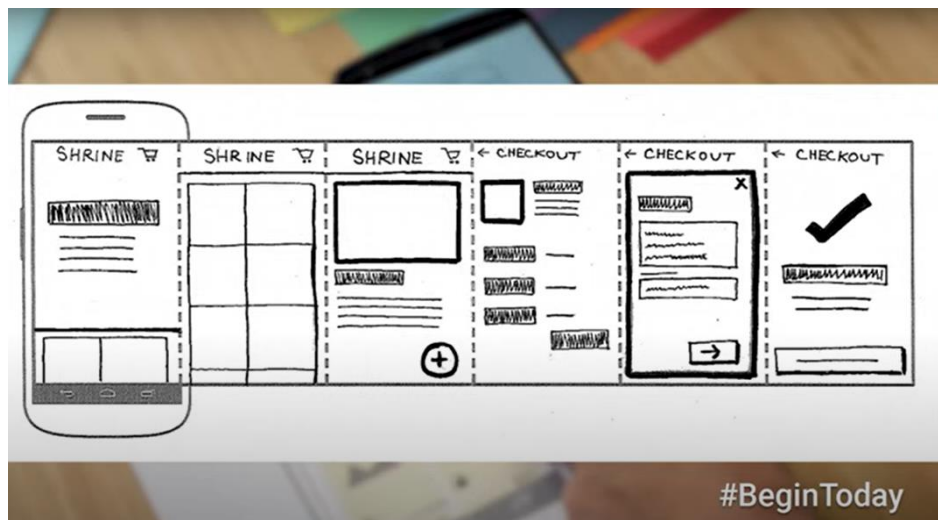
Designers can use paper prototyping to make key decisions, such as the user flow, the layouts and app structure. It can be as simple as drawing on a piece of paper. We can not only use common materials, but also some tips to create a more realistic sketch.

Once the rough layout is created, we can make higher fidelity sketches that have more details, such as buttons, color and images.



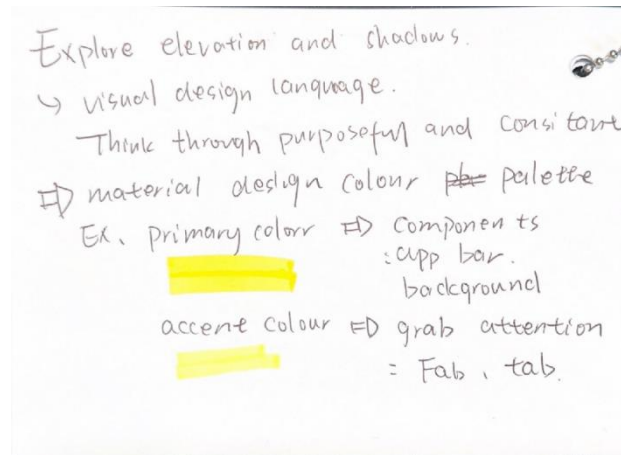
Paper prototyping

Another low-fidelity option is paper prototyping. It can help us think through key user interactions, more purposeful use of color and explore elevation and shadows. Paper prototyping is easier than sketching to help someone else understand the user interaction between the screens. We can click the button, and the new screen will appear with pop-up windows. After that, we can take pictures to record them.



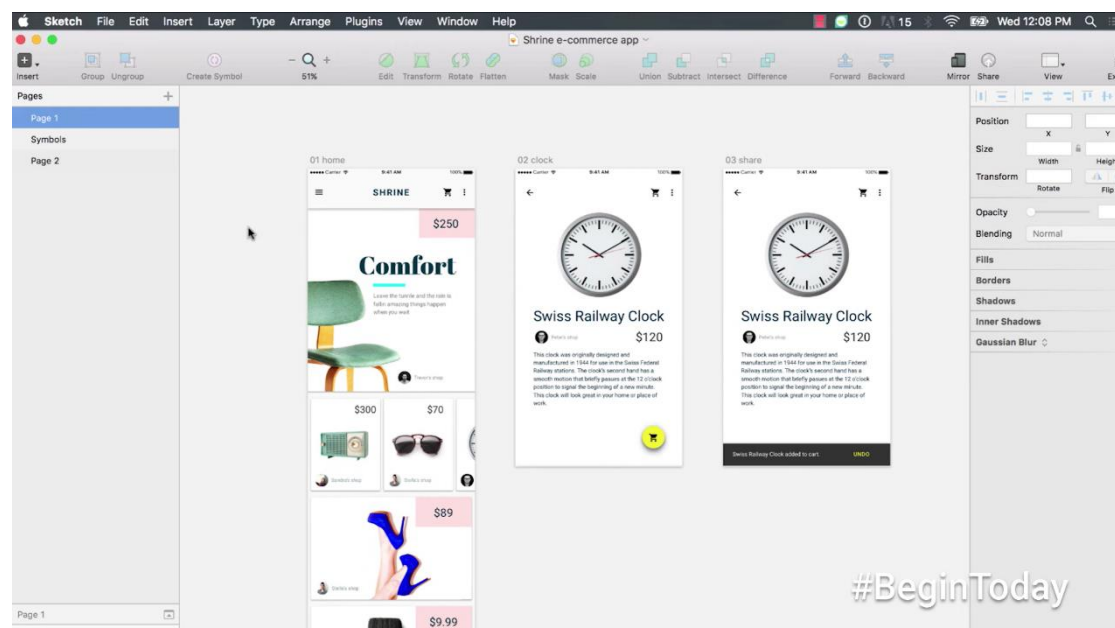
Explore elevation and flows

The video introduces a useful tool: material design color palette, which is Google's visual design language. It can help us to think through purposeful and consistent. For example, we can use a primary color in the app bar or background. Meanwhile, we can use a color of accent to grab user's attention, like fabs and tabs than can be clicked.

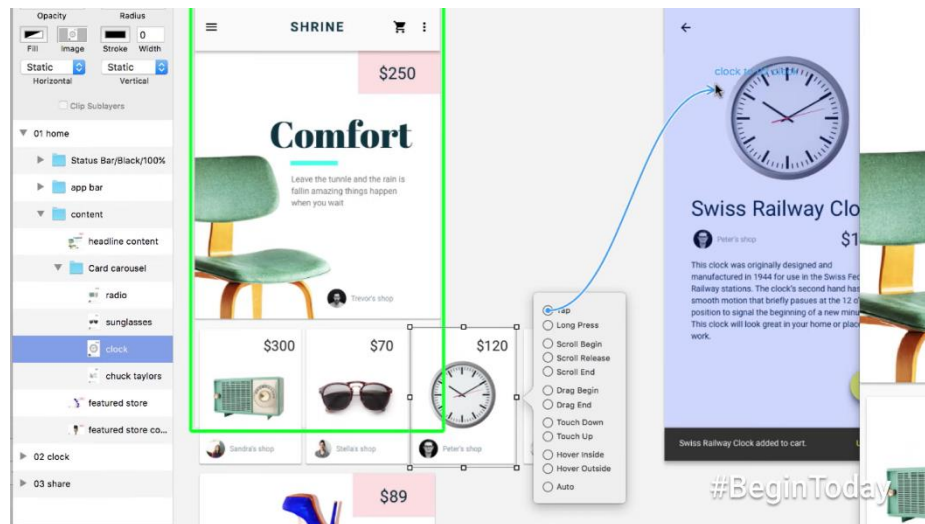


Rapid Prototyping – Digital

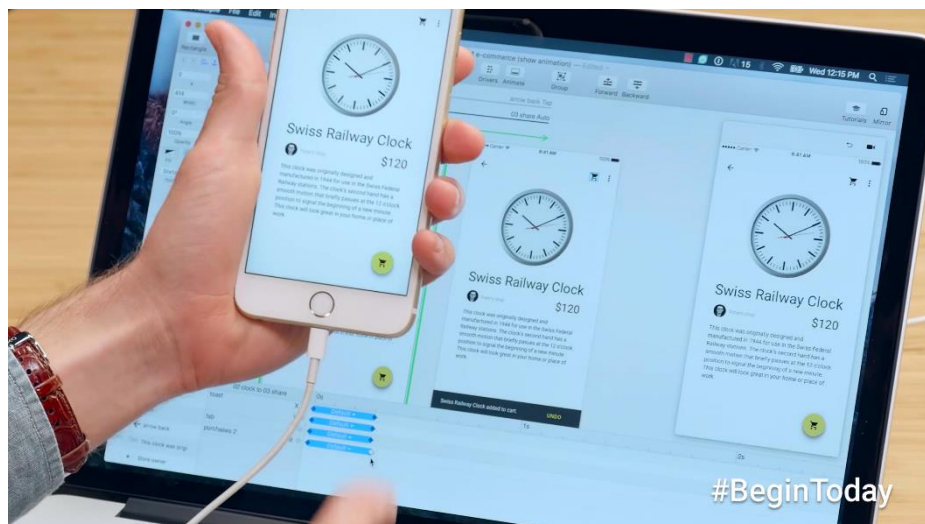
Digital prototyping is the process of exploring an idea by building an interactive experience. That is a useful and helpful way to explain an abstract idea to the engineer and build experience that looks and behaves like the final work. In this process, people can also experience themselves and make your idea real fast and easy, which is even not need to code it.



For introducing 2 tools of the Digital prototyping, the video show their works. They were designing a fictional e-commerce app and creating a Digital prototyping with users. In this example, we can see what screen in their app and we can also scroll through the product feed. To explore more different products, we can horizontally scroll. It loos a little more real because they set some scrolling enabled.



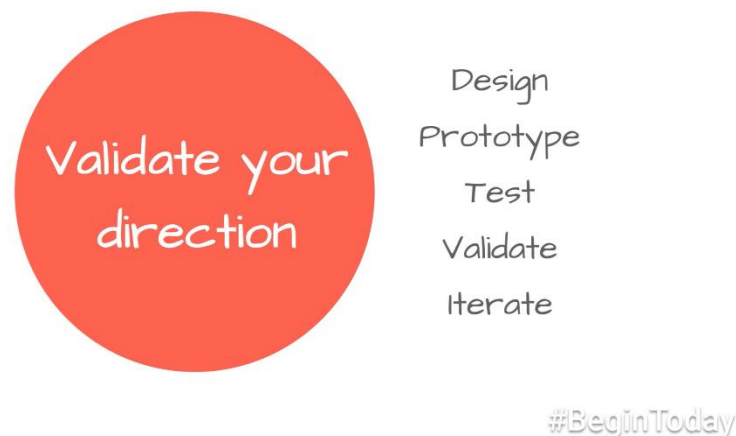
To figure out a way from an initial screen to the detail page, they add a tapable target that transitions to a new screen. Besides, add an automatic transition can reflect to customers' behavior naturally when the custom want to back to the home page. By controlling the duration of the toast such as make it come up slower or faster. Designer can also check the change on phone at the same time which is easy to set the time of the toast.



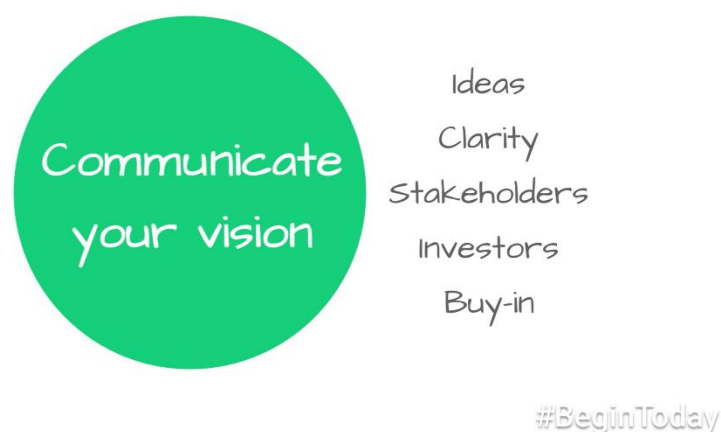
Rapid Prototyping – Native

Native prototyping needs to get your hands dirty and write some code. This part will let the idea start to be tested in the real world and explore with technology, such as platforms, libraries, frameworks, devices and sensors.

When you start building and testing your idea on real devices, it should change with the different interaction of other device not only the phone. You can use many platforms like java and swift to writ your code and also should know the ecosystem whatever platform you are building on.



After that, you should validate your direction with users, because good experience is much more that just the look of your app. We need to know how my users will react to the layout animation and input, that will help us to figure out what the most important features my users focus.



The most important part of the prototyping is pitching your idea that is one thing to explain you vision to someone. To validate with prototyping, you can tell a very compelling story. At the same time, you are able to prove some feedback and data that you can accumulate your idea is valuable.