

Rapid Prototyping - Sketching

1. Define the goals of the design: Understand the user's needs and the main challenges of the project.
2. Sketching: Use simple lines to quickly express design ideas.
3. Iterate and improve sketches: Practice the sketches and refine them after practice.
4. User Experience: Simple user simulations are conducted to ensure that each step of the process is smooth.
5. Use digital tools: Once the sketch is complete, the design is transferred to digital tools for development.

Rapid Prototyping - Digital

1. Planning how to design: Define design goals, collect user requirements and other materials.
2. Drawing the basic structure: Build the wireframe, arrange the layout of the page according to the design requirements, and build different design elements. Make sure the visual hierarchy in the design is clear.
3. Add and adjust the design: add images, icons and other content, adjust the style of fonts, etc.
4. Optimise design details: check the layout to ensure consistency and overall accuracy. Add details of other visual effects.
5. Prototyping: Use the link function to add interactive elements, generate click models, and practice user experience.
6. Export: Export the design to multiple formats. Handover to the development team.

Rapid Prototyping - Native

1. Define design requirements: The design team clarifies user requirements through preliminary research to ensure clear objectives.
2. Make preliminary sketches for prototyping: Sketch the design, focusing on the content to be developed.

3. Transform sketches into digital models: Use digital tools (sketch, figma, etc.) to refine the design sketches and increase the specific embodiment of the function.
4. Actual testing of equipment: Import the digital model into the equipment for testing and practical simulation of user experience.
5. Mid-term testing: conduct user testing with the development team to collect feedback.
6. Iteration and optimisation: Improve and iterate the design according to the feedback.

https://www.youtube.com/playlist?list=PLXDU_eVOJT7aqRW3Skl1aRT9ktC3ctqA

Tutorials: Prototype while you design is a collection of several videos. This collection of videos covers design techniques used at different stages of the design process, from basic to advanced. The videos cover not only traditional prototyping tools, but also new digital tools that designers can use to learn how to create and iterate on prototypes during the design process. Through these videos designers can effectively learn how to solve specific problems encountered in designing, such as user interface communication, interactive features, and more. This tutorial also encourages designers to start prototyping at an early stage, which helps to stimulate creative and critical thinking and allows designers to explore and test new design ideas.