

R2:

Notes from the Videos

1. Video 1: Rapid Prototyping – Sketching

This video highlights the importance of sketching as the first step in prototyping. Sketching is a quick and inexpensive way to visualize ideas and share them with others. Key points include: Using sketches to iterate quickly without being bound by perfection. Focusing on functionality and user experience rather than aesthetic detail. Sharing sketches early to get feedback and improve ideas.

2. Video 2: Rapid Prototyping - Digital

Digital prototyping builds upon sketches by using tools like wireframes and mockups to add structure and fidelity. Key lessons: Emphasizing user testing to refine designs. Tools enable interactivity, which helps users and stakeholders understand functionality better. Iterative improvement based on feedback remains critical.

3. Video 3: Rapid Prototyping - Native

This video explains the transition to native prototyping, focusing on using actual software or platforms to test functionality. Key takeaways: Native prototypes provide realistic user experiences. They help uncover technical limitations and usability issues early. While resource-intensive, they are critical for testing complex systems.

<https://www.designkit.org/>

IDEO's Design Kit is a comprehensive online resource for learning and applying design thinking, with a strong focus on prototyping. The site provides practical tools, including step-by-step guides, worksheets, and case studies, to help users quickly iterate and test their ideas. Its approachable format makes complex concepts accessible for beginners, while the depth of content also benefits experienced designers seeking advanced techniques. The platform encourages creative problem-solving through human-centered methods, making it a valuable resource for anyone interested in rapid prototyping or improving design processes. Accessible at [designkit.org](https://www.designkit.org), it's an essential tool for innovative projects.

Schön, E.M., Thomaschewski, J. and Escalona, M.J., (2020). Lean user research for agile organizations. *IEEE access*, 8, pp.129763-129773.

This paper provides a practical framework for integrating lean user research within

agile organizations, emphasizing speed and adaptability. It highlights techniques for collecting user insights efficiently and applying them to iterative development cycles, making it invaluable for teams balancing limited resources with the need for user-centric design. The authors also explore methods like rapid prototyping and user testing, ensuring actionable results without slowing down workflows. This makes it a vital resource for professionals aiming to align research with agile methodologies.