

# Readings, research, reflections

## RRR Task 2

By watching these three videos, I learned about the three-stage method of rapid prototyping: Sketching, Digital, and Native Prototyping, each offering unique value to the design process.

**Sketching Prototyping** Hand drawing is the cheapest and fastest way to help designers quickly transform ideas from their minds into visual forms. It emphasizes generating multiple solutions early, fostering team collaboration and quick feedback. Hand-drawn sketches reduce dependency on tools, focusing on creativity while exploring possibilities and clarifying user needs.

**Digital Prototyping** converts sketches into detailed wireframes and interaction models using tools like Figma. It will express the interface structure and functional logic more accurately while facilitating team collaboration. It accurately communicates interface structure and functionality, improves collaboration, and supports user testing and feedback. This stage enables stakeholders to visualize the product clearly and helps refine interaction flows and navigation.

**Native Prototyping** creates high-fidelity models that simulate real user experiences on actual devices. By utilizing near-final code and technology, it provides higher accuracy, testing user interfaces, interactions, and device-specific features like touch feedback and hardware integration. Native prototypes help validate usability and identify technical constraints, ensuring a smooth transition to full development.

By watching these three videos, I learned that the three-stage method of rapid prototyping is Sketching Prototyping, Digital Prototyping, and Native Prototyping, and the value these three parts provide to the design process.

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### How to Prototype Effectively: Tips and Tools for Designers

**Where to Find It:** YouTube

**Link:** [https://www.youtube.com/watch?v=T4Co\\_IXQwc8a](https://www.youtube.com/watch?v=T4Co_IXQwc8a)

#### **Short Review**

This video provides practical tips and tools for effective prototyping, making it an essential resource for designers aiming to enhance their workflow. It covers the importance of prototyping in validating ideas, improving functionality, and ensuring user-centered design. The presenter explains different prototyping tools, such as Figma and InVision, and when to use low- or high-fidelity prototypes based on the project stage. With clear examples and actionable advice, the video emphasizes iterative design and the value of early feedback. It's an excellent resource for both beginners and experienced designers looking to refine their prototyping process and create impactful, user-friendly designs.

There is my short video about Sketching Prototyping

Link: <https://www.youtube.com/shorts/N3sVqEUCFkU>