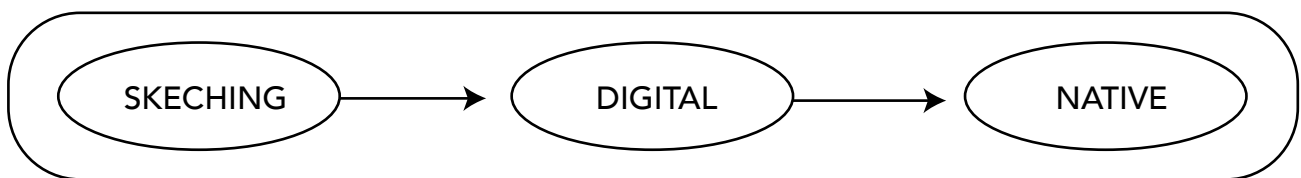


## 02 PROTOTYPING

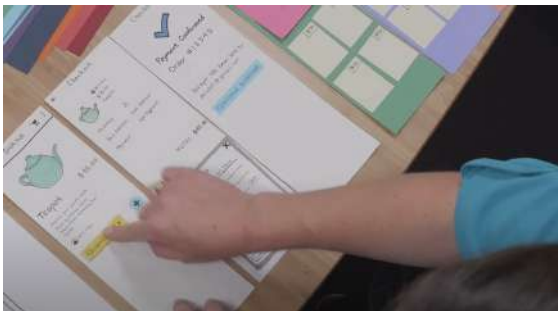
### 1

At the beginning of learning, I have agreed that "prototyping" is an independent process, and these three videos clearly divide "prototyping" into three key stages, including sketch, sketch to number, and Native.

#### PROTOTYPING



#### SKECHING



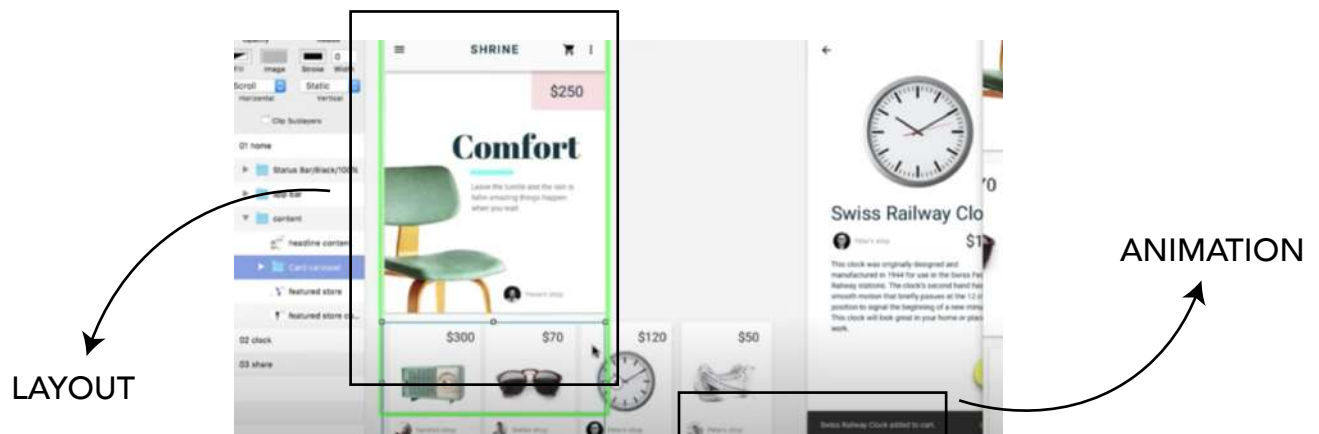
In the sketch stage, we don't just want to draw some forms on the paper as simple as we usually think, although this is necessary, but more importantly, we need to use the form of sketch to create a user's logic, which includes the way elements are presented on the page, and what happens when you click on the elements.

In order to facilitate the display of the sketch, a mobile phone can be used to record the logic of the use of the software.

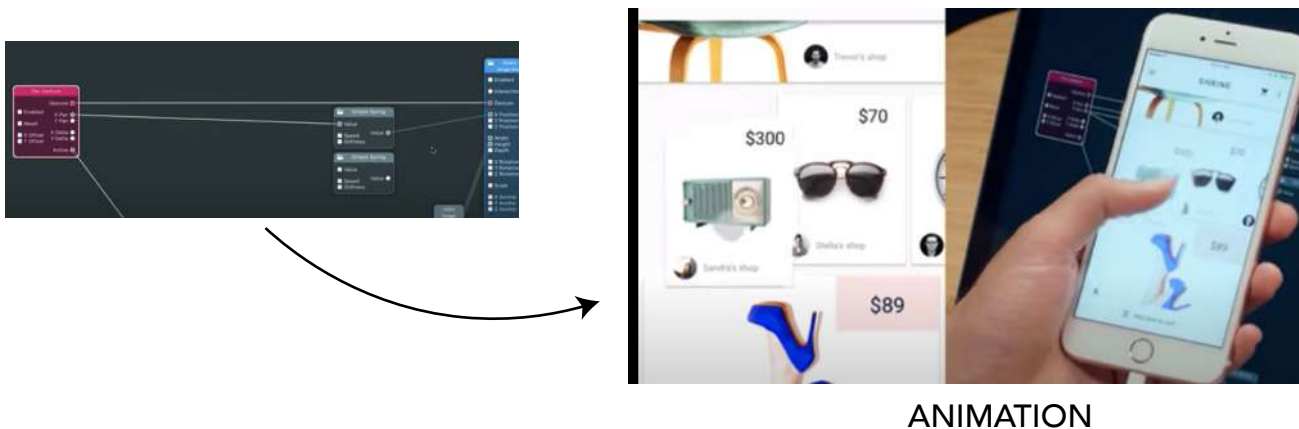


## DIGITAL

The second stage is the stage of converting sketches into figures. In the video, the interpreter subdivides this process into two stages with two software. The first stage is to use software like "Principle" to design the application interface, including the way of jumping elements to another interface.

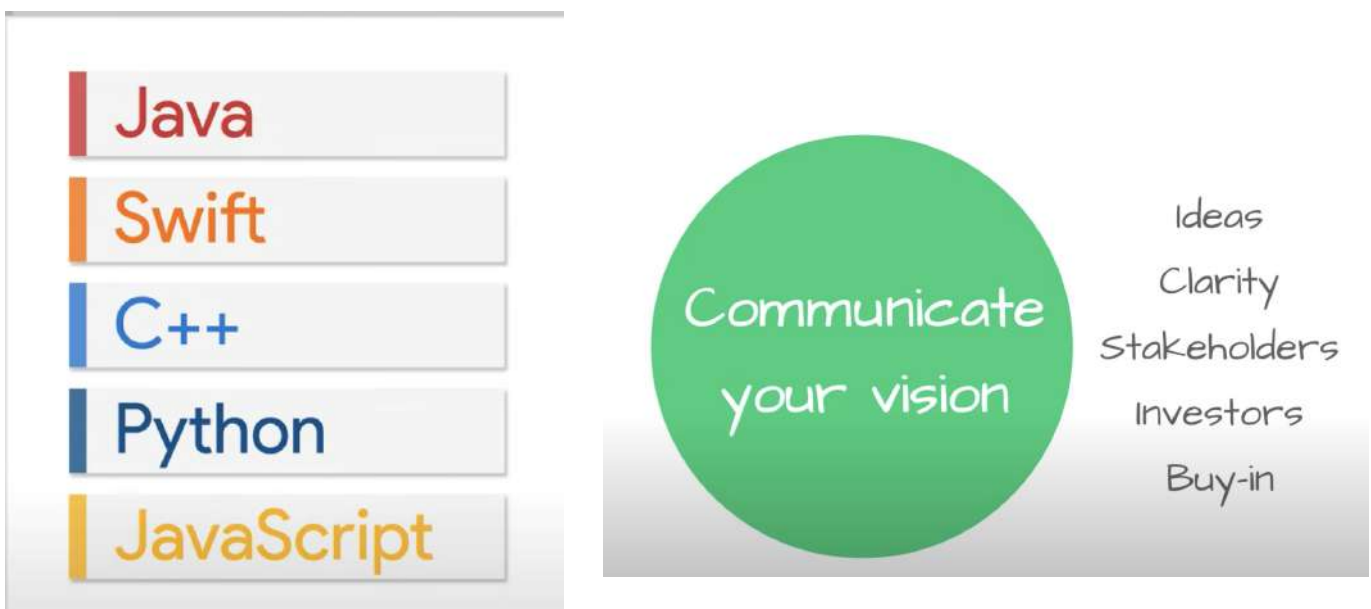


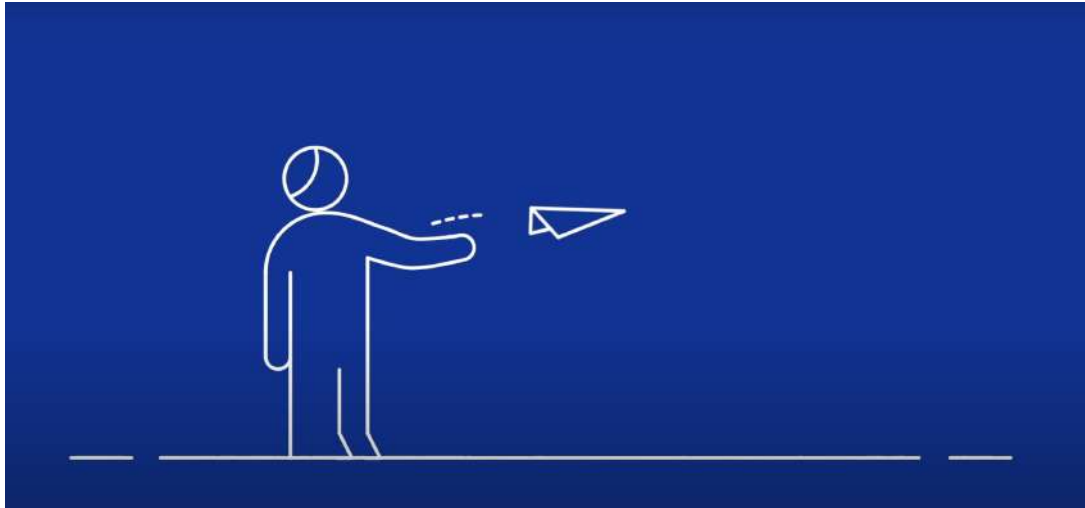
In addition, software such as "Form" can be used to design the interaction of interface elements, such as dragging and dropping of elements



## NATIVE

The final and equally important "implementation" stage is to encode the form designed in the previous step through different languages, such as Java, Swift, C++, Python, etc. Test and verification is also an important part of the work at this stage.

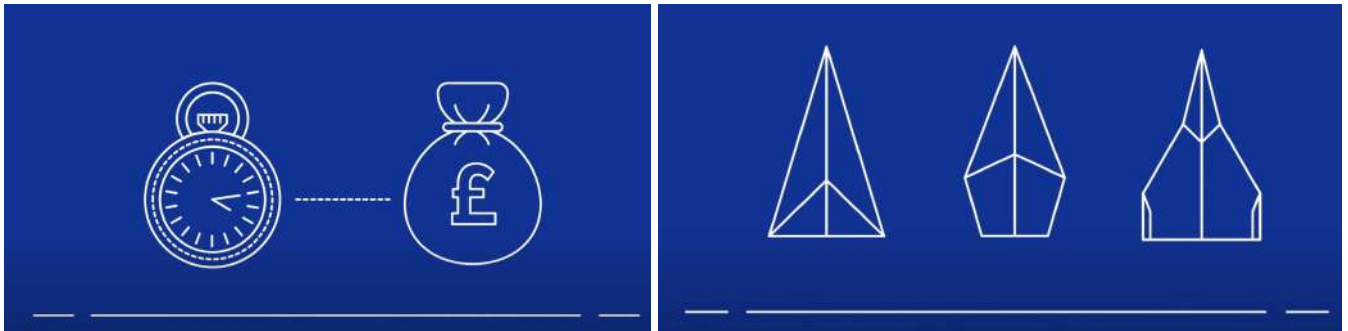




[https://youtu.be/\\_1bOaNSy5XY?si=LwYQszsgCcWfPPto](https://youtu.be/_1bOaNSy5XY?si=LwYQszsgCcWfPPto)

I found an interesting short film through the keyword on Google. This short film is very short, but it uses another very interesting line animation form to explain to the audience a key role of "prototyping".

We usually test something before we finish it and that's where "prototyping" comes in. It's an efficient way to review it in real life and find out how to improve it, which not only saves time but also money.



Prototyping can be used to explore problems and develop far-reaching ideas that change the world.

