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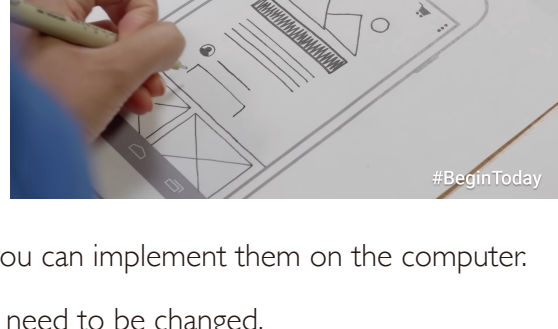
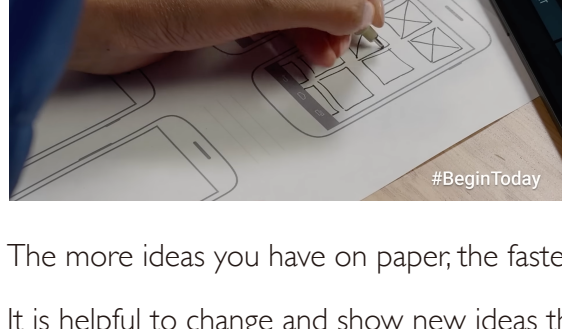
Readings, research, reflections

Design and New Media ARTD6115
RRR Task 2
Kang Xexin 336018503

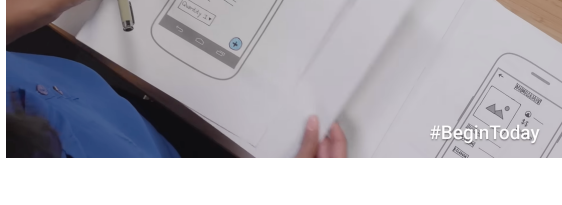
RAPID PROTOTYPING: SKETCHING

Sketching

- It is fundamental in the design process and helps make key decisions.
- It can be as simple as a drawing or sticky note on paper to create a more realistic sketch and share with others.
- It is used to outline user flows, explore layouts, and show basic app structure, which can be called wireframes.

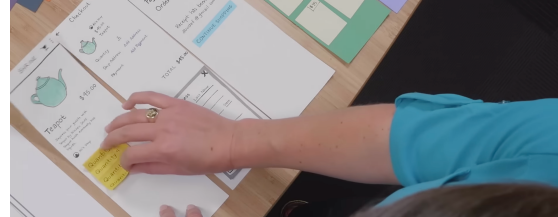
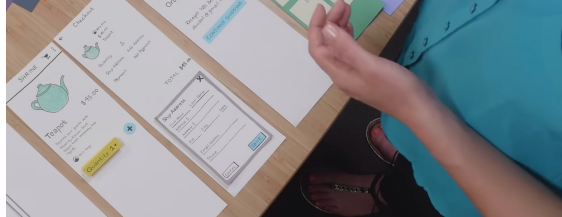


- The more ideas you have on paper; the faster you can implement them on the computer.
- It is helpful to change and show new ideas that need to be changed.

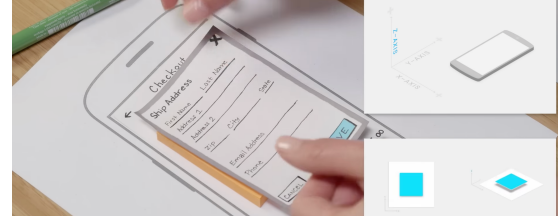
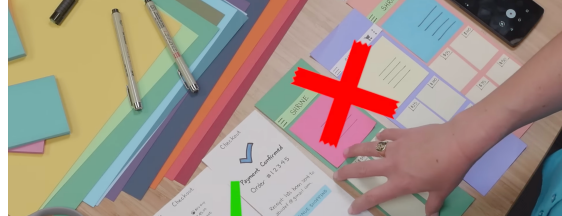


Paper Prototyping

- You can simulate the interaction and transition between screens, making the process more convenient and helping to visualize user interaction.



- You can use your phone to record the simulation process of the interaction.
- You can use printing to save time by recurring screens.
- The use of color and shadows can greatly change the user experience. Paper prototyping can easily experiment with different color combinations.



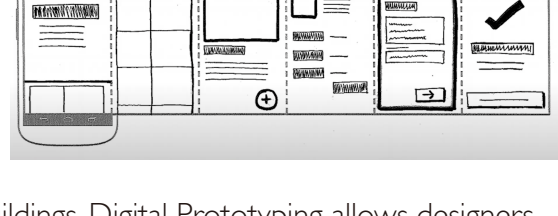
Conclusion

- Sketching and paper prototypes are important techniques in the design process, allowing for effective communication and rapid iteration of ideas. Leveraging these methods can significantly enhance your product design workflow and lead to a better user experience.

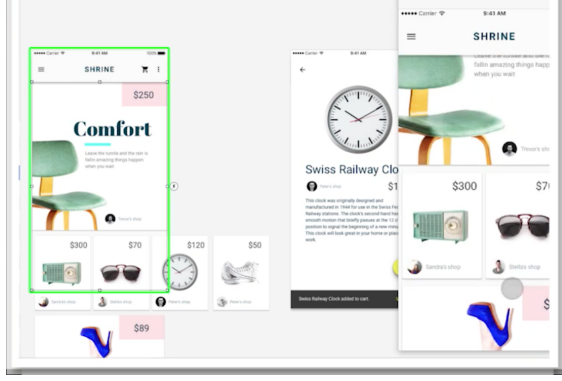
RAPID PROTOTYPING: DIGITAL

Digital Prototyping

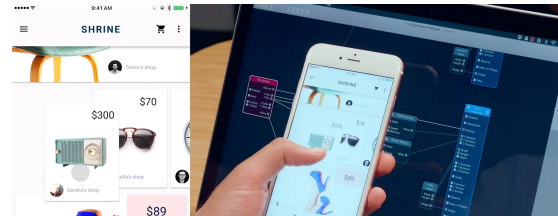
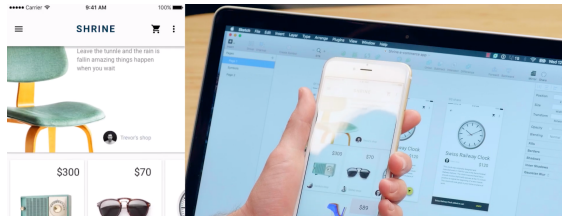
- By building interactive experiences, abstract concepts are made concrete, which can also help designers explain design details to engineers.



- Just like architects create models to visualize buildings, Digital Prototyping allows designers to demonstrate the functionality of the designed application without spending time coding.



- There are many tools that help designers with Digital Prototyping, such as Principle and Form.



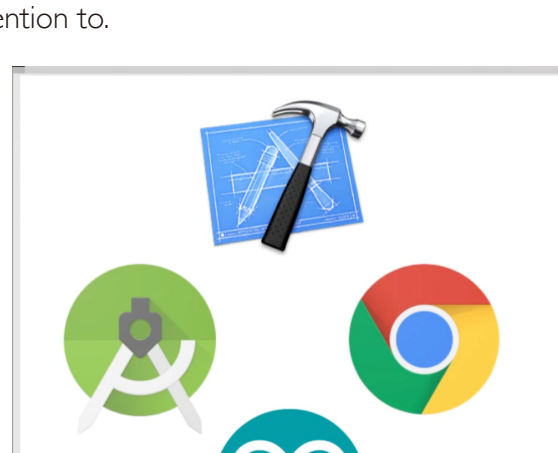
Conclusion

- Digital Prototyping is a key step in the design process. It is a tool that can quickly realize the functional display of the application without a lot of coding. There are many tools to help us with Digital Prototyping, which can provide a very intuitive interface to show the user interactive experience.

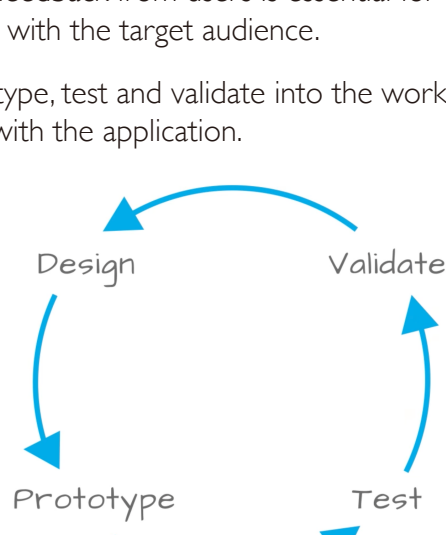
RAPID PROTOTYPING: NATIVE

Native Prototyping

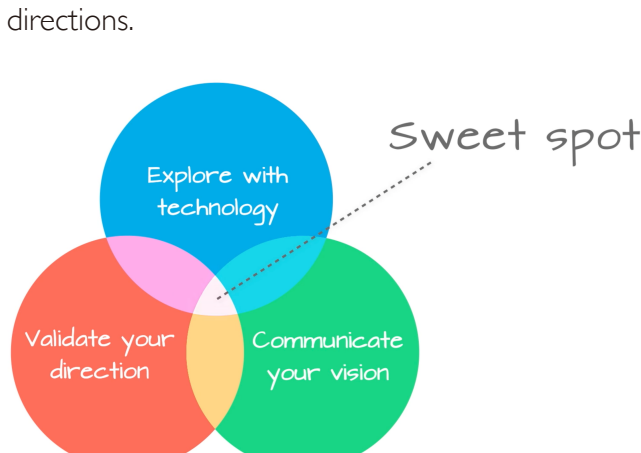
- Prototyping requires testing the functionality of the product in real scenarios, which is essential for understanding user interactions on various devices.
- Strong technical proficiency is required, and a good understanding of various programming languages and various different platforms is required. And with the advancement of technology, more parts that help shape the user experience of the product have appeared on mobile devices, which also need to be paid attention to.



- Maintain a "hacker mentality", emphasize low-commitment methods, encourage experiments and be willing to abandon code that does not work.
- User testing, collecting real feedback from users is essential for improving functions and ensuring that they resonate with the target audience.
- Incorporating design, prototype, test and validate into the workflow can enhance development and user satisfaction with the application.

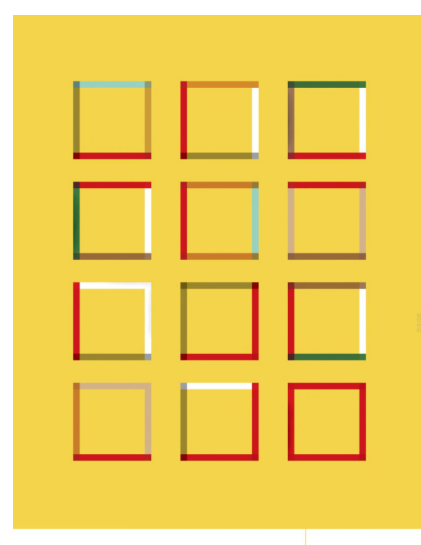


- Pitching Prototypes, using prototypes to tell stories about design ideas, which can prove the value of the idea through feedback and data, and help make informed decisions about product features and directions.



Conclusion

- Native Prototyping helps improve user experience on different devices by testing product functions and user interactions. User testing and feedback are essential to improving products. Combining design, testing and verification can improve development efficiency and user satisfaction, and telling stories with prototypes can help make informed product decisions.



PROTOTYPING: A PRACTITIONER'S GUIDE

Todd Zaki Warfel

- Todd Zaki Warfel's book *Prototyping: A Practitioner's Guide* is a great reference and learning material for those working in UX/UI, product design, and interaction design. This book can be found on Google Books or purchased on Amazon.

Why I think this book is worth reading is because I think this book goes beyond theory and not only provides specific advice on choosing the right prototyping methods, tools, and techniques for different stages of the design process, but also focuses on practical use cases. It is easy for students to get stuck on theoretical knowledge when learning, but in fact, theoretical knowledge and the real situations encountered in practice are different, and this book bridges the gap between written learning and practical application.

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