

Task 2: Prototyping

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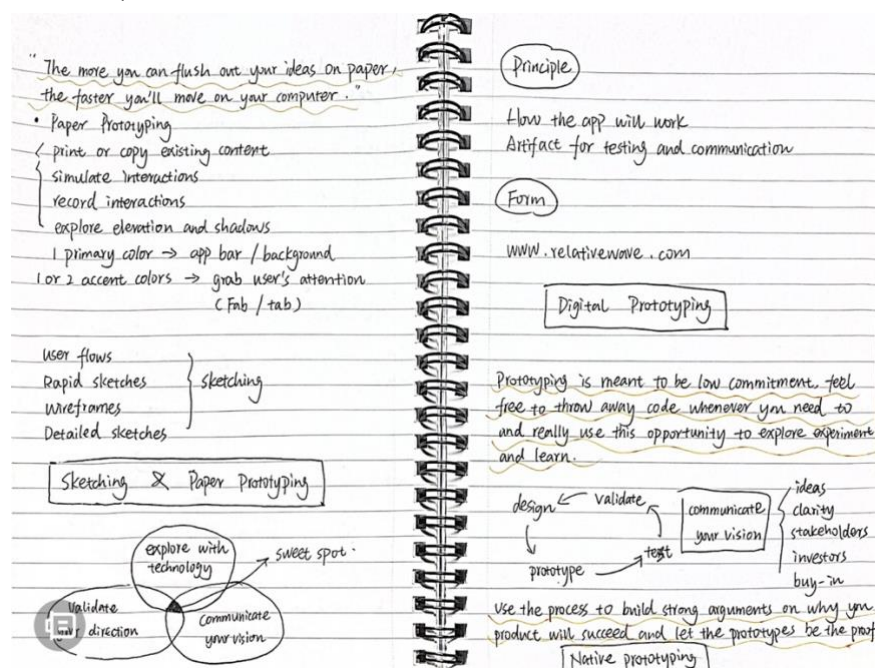
Part 1: Reflection on Google's Prototyping Process

In the three videos, the prototyping process takes center stage, rather than focusing on specific tools or technologies. This helped me understand how moving from sketches to digital prototypes and finally to native prototypes allows designs to evolve from concepts to feasible user experiences.

Sketching and Paper Prototyping: This is the initial phase where designers quickly map out user flows, wireframes, and basic layouts at a low cost. It's also ideal for team collaboration. Paper prototypes go further by simulating interactions, such as button clicks or screen transitions, to provide early feedback. One line from the video stood out to me: "The more you can flush out your ideas on paper, the faster you'll move on your computer." This made me realize that starting on paper helps clarify ideas and speeds up the digital design process.

Digital Prototyping: This stage bridges low-fidelity sketches to functional designs. Tools like Principle and Form allow for rapid testing of user flows, gestures, and transitions without coding. Digital prototypes are particularly effective for showcasing design concepts and identifying issues through user testing.

Native Prototyping: The final stage involves high-fidelity testing using real devices and data, such as coding on Android, iOS, or web browsers. Native prototypes validate functionality, support data-driven decisions, and enhance communication with stakeholders. This layered process emphasizes quick iteration and user feedback, ensuring designs meet user needs. I plan to apply this approach in future projects to make my work more efficient and persuasive.



Part 2: Another Useful Resource about Prototyping

Resource: *How to Make a Prototype of Your Idea Without Spending a Fortune*

Where to Find It: <https://www.ignitec.com/insights/how-to-make-a-prototype-of-your-idea-without-spending-a-fortune/>

Review: This website offers straightforward and practical advice for designers with limited budgets or access to advanced tools. It highlights the value of low-fidelity prototyping using basic materials like paper, tape, and cardboard to quickly test and validate ideas. This approach not only saves time and money but also emphasizes the iterative process of learning and improving through feedback. What impressed me most about the resource is its focus on flexibility and creativity, rather than reliance on specific tools. This aligns closely with the principles shared in the Google videos, particularly the idea of “starting simple and refining step by step.” With actionable tips and real-world examples, the article demonstrates how impactful prototypes can be created without requiring expensive resources. For students or beginner designers looking to optimize their design process, this resource is both practical and inspiring.

Key Points

- Prototyping is a crucial step in product development and the design thinking methodology, leading to better-designed products that resonate with user needs
- A prototype is simply an early version of a product from which final versions are built. It's a dynamic process that allows you to test assumptions, gather feedback, and make informed decisions.
- Common pitfalls when developing a prototype include a lack of clearly defined objectives, overcomplicating and/or rushing the process, and failing to get user feedback
- 5 ways to make a prototype: Sketch your design on paper, use digital/online prototyping tools or software, use 3D printing, build a minimum viable product, or outsource to experts.
- Remember that when you make a prototype, the goal is progress – not perfection.
- By keeping an open mind, involving your target audience, and continuously refining your prototype, you can increase the chances of turning your innovative idea into a successful reality.



Screenshot 1. Key points of making prototype

List of Images

1. **Screenshot 1** Key points on how to make a prototype. *Ignitec*. Available at: <https://www.ignitec.com/insights/how-to-make-a-prototype-of-your-idea-without-spending-a-fortune/> [Accessed 21 November 2024].