### Task 1: Google for Entrepreneurs-Rapid Prototyping

The Google for Entrepreneurs series of videos on rapid prototyping exemplifies the importance of iterative updates and user feedback in the development of interactive products.

## Sketching:

The sketch is the starting point of the design process, and the sketch can accurately and quickly present the designer's design inspiration. By sketching by hand or creating a prototype on paper, designers can quickly turn ideas and inspiration into visual models that can be tested by users in the future. Not only that, the sketch is easy and quick to draw, various ideas and color combinations can be practiced, and potential problems with the product can be identified at an early stage. It can also help the team to communicate creatively and effectively, collaborate and cooperate with the team, and bring together the inspiration and ideas of multiple people into the product, so as to better iterate and innovate the product in the early stage.



# **Digital:**

After the sketch, the next step for the interactive product is to use design software to visualize the ideas on the sketch, turning the hand-drawn sketch into a digital design prototype. And, design tools can create more detailed, specific, and interactive prototypes. Simulate how users will interact with the product and what the product's page will look like under different actions. Therefore, the digitalization phase is important to optimize design details, improve the user experience, and ensure that functionality meets the expectations of the initial design period. In addition, the video uses a piece of software that allows users to perform initial testing of the product, Principle, which allows users to test the product without the cost of code investment.



## Native:

The last stage mentions a lot of code that tells us how to develop the product and how to adapt it to the device in different mobile device versions. Localized prototypes of interactive products are developed using platform-specific proprietary code and development tools that allow the design to be highly fidelity close to the final product, allowing for full testing of functionality and performance. Some code platforms are used in the video, which can be used to simulate and interact with the product more easily and quickly. Localized prototypes help designers identify issues and challenges with different device versions and ensure that there are no major technical issues with the application of the product.



These three phases form a complete design process for interactive prototypes, progressing from rough sketches to detailed design software visualizations and finally to functional representations of the final product. Through this iterative approach, the design quality of interactive products can be improved, and the final product can be effectively met by the user.

#### Task 2: Prototyping resources

**Resource :** "Design Thinking: Get Started with Prototyping" by the Interaction Design Foundation

Website: <a href="https://www.interaction-design.org/">https://www.interaction-design.org/</a>

#### Comments:

This article provides a comprehensive explanation of how to prototype in a design thinking

structure, details many different prototyping methods, such as simple low-fidelity prototypes and high-fidelity prototypes that are closer to the real thing, and provides many practical suggestions to help designers choose the right approach for the different needs of the project. In particular, the article mentions the need for iterative improvement in prototyping and the importance of user feedback.