

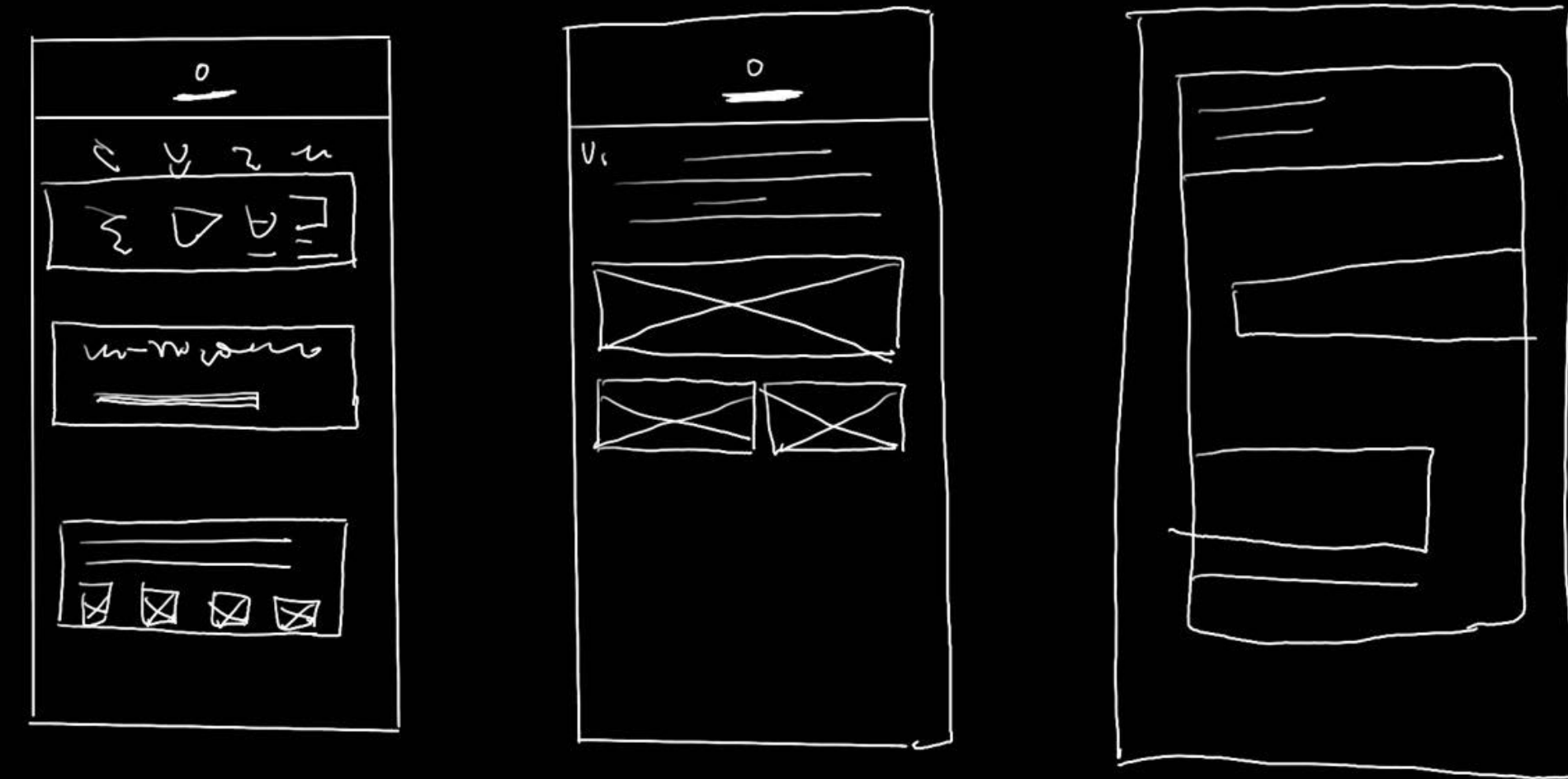
02

PROTOTYPING

Watch videos, take notes of about 250 words, and look for related resources

VIDEO NOTES

Start with sketches and paper prototypes that outline the steps in the user flow, the layout, and the basic application structure. Second, draw a high-fidelity sketch (buttons, images, colors). The third step is to operate in a computer and update ideas as you go. The most important step to make the page more real and more participatory is to add the scrolling function, connect the mobile phone and computer through the data cable, and add some transition and click effects through the computer. These changes can be directly synchronized in the mobile phone, which is particularly convenient and can be very straightforward to understand how the application is applied. And prototypes can help designers, developers, customers, and project stakeholders better understand the needs and goals of the project. Connecting small pieces of logic together can make more interactive ways, such as dragging items directly into the shopping cart or shaking the phone to make pop-ups. The most important part of the prototype design is to introduce your ideas to the user, and let the user personally experience some of the interaction methods to provide feedback, ensure that the final product meets their needs and preferences, and better optimize the user interface to make it more intuitive and easy to use. And involving users in the prototyping process increases trust in the brand and strengthens their loyalty to the product.



USEFUL RESOURCE

Prototyping: A Practitioner's Guide

1. Comprehensive coverage of various prototyping methods: This book explains in detail how to go from low-fidelity sketch prototypes to high-fidelity digital prototypes from different perspectives, such as the advantages and disadvantages of the scene that can be tried out.
2. The book contains detailed case exhibitions and detailed step-by-step instructions for some important parts, as well as some customer research to help achieve the best results.
3. The book explains in detail how to make different roles quickly reach a consensus on the same effect, in other words, to improve the teamwork ability and improve the cohesion of the team.
4. This book combines theory and practice, and its content is easy to understand, so it is suitable for a wide range of people

Warfel, T.Z., 2009. Prototyping: A Practitioner's Guide. Rosenfeld Media, 60.

