Video 1: Rapid Prototyping: Sketching

A prototype sketch is a way to bring our ideas to life.

The progress of the prototype should align with the development of our ideas.

Prototypes can take three forms: Sketch or paper prototype, Digital prototype, and Native prototyping.



Professionals at Google often use digital prototypes to create high-fidelity simulations, but they typically start with hand-drawn sketch prototypes.

Advantages of hand-drawn prototype sketches:

They have minimal material constraints, can be used at any stage, and are ideal for the initial stages of idea generation. It allows for quick visualization of ideas and enables rapid review of changes before modifying the digital prototype.



The next step can involve more detailed hand-drawn sketches, such as designs for buttons, images, and color schemes.





Hand-drawn prototypes are better suited for understanding the flow but are relatively harder to interpret in terms of interaction. Paper prototypes are more helpful for thinking through key user interactions and using colors more purposefully. Generally, it's recommended to choose one primary color, commonly used for app bars or background components, and pair it with one or two accent colors to draw the user's attention. Paper prototypes can help us achieve this more effectively, reducing visual noise for users and facilitating better communication with team members.

Video 2: Rapid Prototyping: Digital

Digital prototypes can transform ideas into real experiences running on actual devices, making them useful for user testing or communication with other team members.



A digital prototype is like an architectural model—it allows others to understand the structure and design before construction begins. Digital prototypes are used to build the appearance and behavior, offering an experience similar to the final application without requiring costly engineering time.



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Different software can be used for digital prototype design, each with its own features and areas of focus.







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Designers can use software to add basic interactive effects to prototypes, such as swipe gestures (up, down, left, right), click effects, or simple transition animations.

Video 3: Rapid Prototyping: Native

Hands-on coding to create a prototype using real devices, real data, and real users.







This type of prototype design transforms ideas into reality through technology, requiring proficiency in programming languages and an understanding of different platform frameworks.



Benefits:

•It provides an authentic user experience.

•It allows testing the product experience in the early stages of design, helping to identify features that resonate most with users.



Native prototypes can be used for technical iterations. They are applicable at any stage of the product lifecycle, whether during the initial product launch or the upgrade phases.

hotjar by Contentsquare	Products -	Solutions -	Pricing	Case studies	Resources -	Contact Sales Sign in	n Get started ⊕ English ∨		3 reasons to do UI prototyping	
UI design guide	UI design glo	ssary (A-Z)	Wireframe	Prototype	User interface				Still not sure you need to invest your teams' resources in UI prototyping? Here are three reasons to reconsider your	
	Th ou W	his introductory istomer-facing	guide to UI pr interface and type?	ototyping welk ensure you're	s you through all the basics you need to start s in alignment with your design team. In this guid	haping your product's de, we cover:		G Feedback	views: A user flow is a path a person takes inside your product interface—from their entry point right through to their final interaction. The goal of a UI designer is to ensure users have a smooth and intuitive interaction with the product throughout all these points. UI prototyping helps you achieve just that. For example, in a language learning app, you would try to map out each interaction from the moment a user takes their first language proficiency test. User flows help you identify any areas of confusion or complexity and identify opportunities to improve the user experience (UX). By creating a visual representation of an application and testing it with a focus group, you see how actual users perceive and navigate your product.	
	3	reasons to do U	<u>I prototyping</u>							
	E	amples and typ	es of prototyp	es				2. Identify and prevent roadblocks		
	Th	ne difference be	fference between wireframes and prototypes						Creating a UI prototype helps teams identify any potential usability issues with the user experience or product	
	3	common mistak	<u>es of UI proto</u>	<u>Il prototyping (and ho</u>	ow to avoid them)				design that may arise during the development process, allowing designers and developers to make improvements before release.	
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Useful resource: https://www.hotjar.com/ui-design/glossary/prototype/

The content is comprehensive and detailed, covering the definition, importance, and types of prototype design, as well as its distinction from wireframes. It also addresses common mistakes and methods to avoid them. The overall structure is clear, enabling readers to gradually deepen their understanding of various aspects of UI prototype design. The content is easy to understand, with navigation to specific information, and each key concept is supported by concrete visual examples.

While introducing prototype design, the webpage emphasizes the importance of user feedback in the UI prototype design process. Additionally, it distinguishes between wireframes and prototypes, explaining that wireframes are simplified sketches of the interface, while prototypes are interactive models that more closely resemble the final product. The article also lists common mistakes in UI prototype design, such as over-designing, neglecting user feedback, and lacking clear goals, along with suggestions for avoiding these pitfalls.