

# 1. Rapid Prototyping

Sketching & Paper Prototyping  
 Digital Prototyping    Native Prototyping

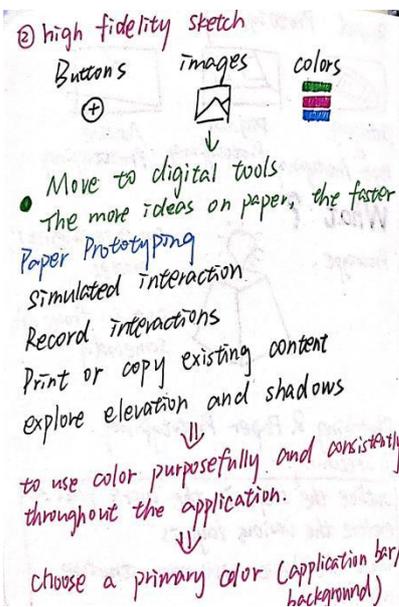
Prototype is an experimental model and put in front of somebody.

## Sketching

In this process, we can outline the steps in the user's flow, explore the various layouts, show the basic application structure and draw the wireframe.

## High fidelity sketch

In this process, we can add the buttons, images, colors and more details. Then, we can move it to digital tools, the more ideas on paper, the faster we move it to digital tools.



## Paper prototyping

In this process, it includes the simulated interaction, record interactions, print or copy existing content and explore elevation and shadows. Especially, we should use color purposefully and consistently throughout the application. For this, we can choose a primary color (application bar/ background), two accent colors (draw the user's attention).

## Digital prototyping

Digital prototyping is the process of exploring ideas by building interactive experiences that explain abstractions, others can experience interactive design work firsthand, and expressing ideas in words can be difficult.

We need to think about how users will respond to your new features. One of the main benefits of native prototyping is that you will get a real experience that you can hand over to users to gather valuable feedback.

A concrete, actionable evaluation of the important elements of the core journey requires feedback and proof of the value proposition that the accumulated data shows your idea to have.

Validate direction includes design, prototype, test, validate, and iterate.

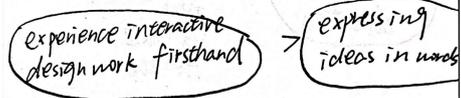
For design value, we need to iterate through design, prototype, test, and validate.

Communicate vision includes ideas, clarity, stakeholders, investors, and buy-in.

two accent colors (draw the user's attention)

## Digital prototyping

the process of exploring ideas by building interactive experiences that explain abstractions



## Principle example

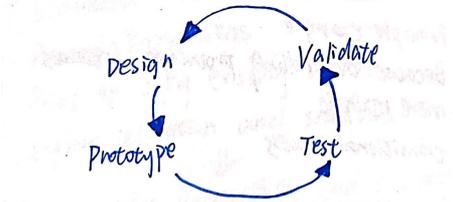
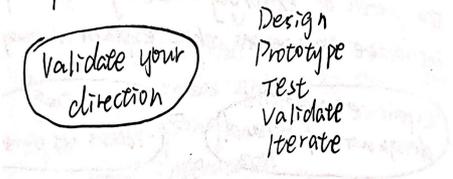
Because the rolling prototype becomes more realistic transitional process

## Form example

Share by simply shaking

## Native Prototyping

You need to think about how users will respond to your new features



## 2. Useful resource

Interaction Design Foundation - IxDF. (2019, October 17). What are Prototypes?.

Interaction Design Foundation - IxDF.

<https://www.interaction-design.org/literature/topics/prototypes>

The essay divided into ten parts, presents a comprehensive understanding of prototyping, including a video, introduces what prototyping is, points out that it is an

important part of user experience (UX) design, and demonstrates that prototyping can catch errors early and quickly explore multiple ideas. The essay also describes the different types of prototypes, such as Lo-Fi and Hi-Fi, and how to choose the right type of prototype based on the needs of the project. This information can help designers flexibly implement prototyping based on the needs and resources of the project. In addition, the article provides practical cases for analysis, making the article very practical. For people who are studying or working in design, practical examples like this can help them more intuitively understand how to use prototypes in their projects.