The first video briefly summarizes the definition of a prototype and the design process and details several different types of prototyping, including sketching on paper, creating typographic layouts with electronic devices, and native prototyping. The video is narrated by members of Google's design developer team and user experience team, in which the video mentions that sketching on paper is an important process for expanding ideas in the pre-design phase, and that sketching more on paper also makes it easier to communicate directly with clients about design ideas in the later stages of improvement.

Digital prototypes, on the other hand, make it easier to explain to engineers and users exactly how a product interacts. The video gives specific examples of how some interactions can be explained to the user with the help of some applications, which is also a form of improving the user experience during the design process.
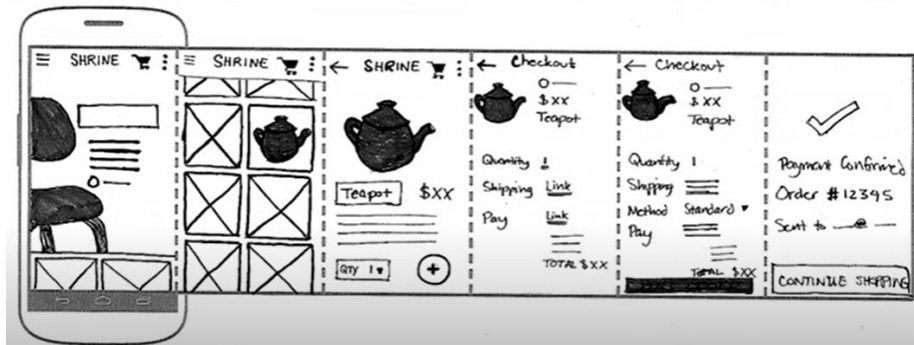
The definition of native prototype is the use of real devices, such as cell phones, tablets, etc. will be in the head of the idea into a real design results and to the real customer research, demonstration and testing, which if a better product in different platforms can be demonstrated on the need for strong programming capabilities as data support. In addition to this, the advantages of real applications are relatively obvious compared to modeling on paper and using applications. For example, designers will get real and valuable feedback from the real user base, helping users and relevant investors to understand the functionality, features, and other aspects of the program, not only the color and appearance.