

## Task 2: Prototyping

### Three videos on prototyping:

After watching three videos related to prototyping, I have a deeper understanding of the design concept and process, which gives me some inspirations for designing project 2. So, I will summarize the role and characteristics of " Sketching prototyping, Digital prototyping, and Native prototyping" respectively.

### Sketching

Sketches plays an important role in the early stage of design. Sketches can help designers realize primary design solutions in a fast, efficient, and low-cost way. Figure 1 shows a clear sketch with white paper and pen. Designers use simple tools to draw out their inner ideas, design the main functions and design processes. Designers also use sketches to enable the team to clearly view the design content and get timely feedback. In the early stages of design, designers do not care about aesthetics, but more importantly emphasize problem solving. Because sketches provide designers with clear visual information for digital design.

Fig1: A screenshot from Youtube's video

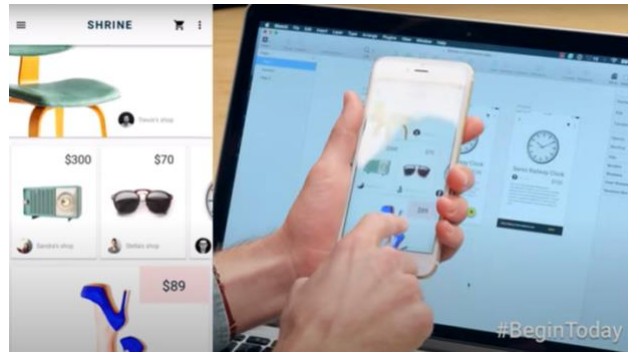


Source: [www.youtube.com](http://www.youtube.com)

### Digital

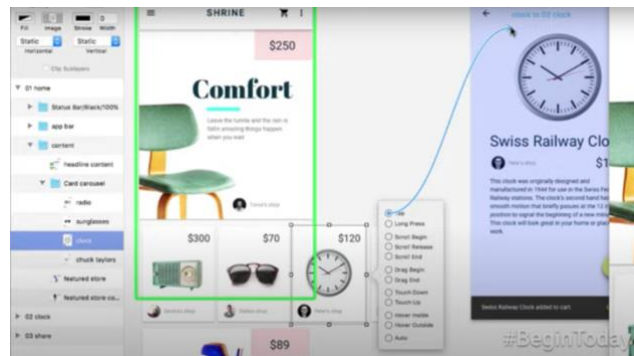
After the designer has designed the sketch, he can create a more realistic design result through the digital prototyping. Digital design pays more attention to the details of the interface. Figure 2 shows a clear theme's content about the digital prototyping. The designer presents the overall style and visual elements and layout of the page to the user, which provides the user with a vivid and rich visual effect. In addition, designers show interactive abilities to users through button clicks or page jumps. Figure 3 shows how to create a digital interactive layout. The digital prototyping provides the user with a real interactive experience, and the user can provide reasonable feedback to the designer. It gives the designer a better chance to modify the layout design, which is conducive to improving the quality and efficiency of the design.

Fig3: A screenshot from Youtube's video



Source: [www.youtube.com](http://www.youtube.com)

Fig3: A screenshot from Youtube's video

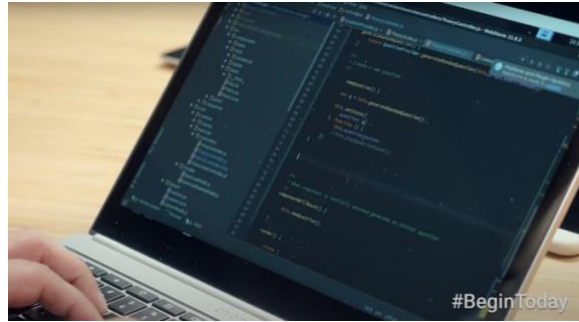


Source: [www.youtube.com](http://www.youtube.com)

## Native

The core of a native prototyping is to get a rich and interactive interface, designers can write code to complete a more realistic effect. Figure 4 shows using code to create the design process. It helps designers test the feasibility and functional integrity of their applications. Designers can use native prototyping to test in advance, which makes it easier to spot technical problems in time. Designers can test in stages and then move on to the next stage of work. For example, designers can land the page in advance to check whether it runs normally. In addition, native prototyping requires more time to perfect the code, which requires close contact and communication between the designer and the team. So, high quality application design is achieved through many iterations and feedback. native prototyping can not only help designers verify design ideas, improve the design content, but also reduce possible errors in the design development process.

Fig4: A screenshot from Youtube's video

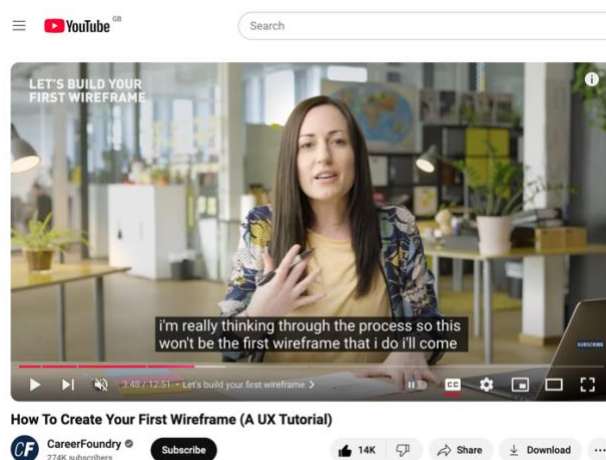


Source: [www.youtube.com](https://www.youtube.com)

### **A useful resource about prototyping I watched on Youtube's video**

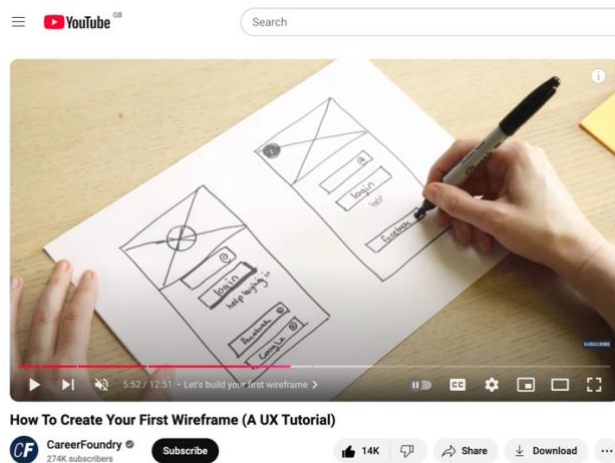
After watching a video on YouTube called How To Create Your First Wireframe (A UX Tutorial), I better understood the core values of prototyping and learned how to achieve creative page design through sketches and digital prototyping. This video gave me more clarity of purpose and helped me effectively build my own project design. At the beginning of the design project, this video highlights the importance of sketching prototyping. The designer draws multiple sketches to divergent their thinking, and they pay more attention to thinking about the design process. Figure 5 shows how the designer emphasize the importance of the design process. Designers need to provide users with a practical and valuable design through daily observation. Figure 6 shows the layout of the sketch. After the final plan is established, the designer begins to create the wireframes step by step. The wireframes show the entire layout of the user interface, such as images and text. This can provide users with a clear and intuitive visual experience. Digital prototyping help designers create clearer and more intuitive layout. Figure 7 shows a digital model. The text is kept level with the image through the auxiliary line. The designer can also gradually add design elements, such as colors, fonts, texts, and images.

Fig5: A screenshot from Youtube's video



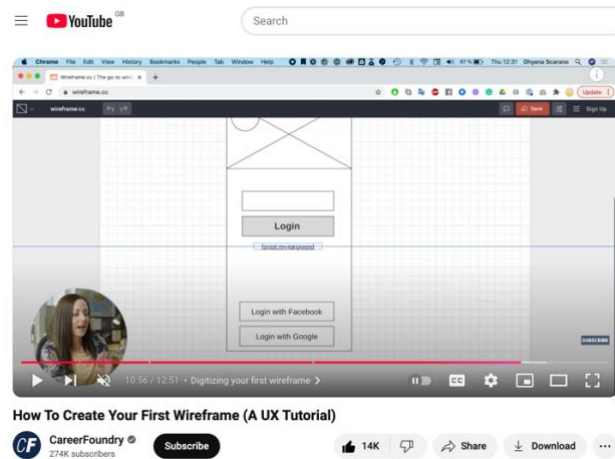
Source: <https://www.youtube.com>

Fig6: A screenshot from Youtube's video



Source: <https://www.youtube.com>

Fig7: A screenshot from Youtube's video



Source: <https://www.youtube.com>

**Reference List:**

YouTube (no date). *How To Create Your First Wireframe (A UX Tutorial)*. Available at: <https://www.youtube.com/watch?v=gpH7-KFWZRI&t=1s> (Accessed: 29 November 2024).

## List of Illustrations

Figure 1:

<https://www.youtube.com/watch?v=JMjozqJS44M>

Figure 2:

<https://www.youtube.com/watch?v=JMjozqJS44M>

Figure 3:

<https://www.youtube.com/watch?v=JMjozqJS44M>

Figure 4:

<https://www.youtube.com/watch?v=JMjozqJS44M>

Figure 5:

<https://www.youtube.com/watch?v=qpH7-KFWZRI&t=1s>

Figure 6:

<https://www.youtube.com/watch?v=qpH7-KFWZRI&t=1s>

Figure 7:

<https://www.youtube.com/watch?v=qpH7-KFWZRI&t=1s>