Prototyping

"IT'S ONLY A MODEL"

Lifecycles

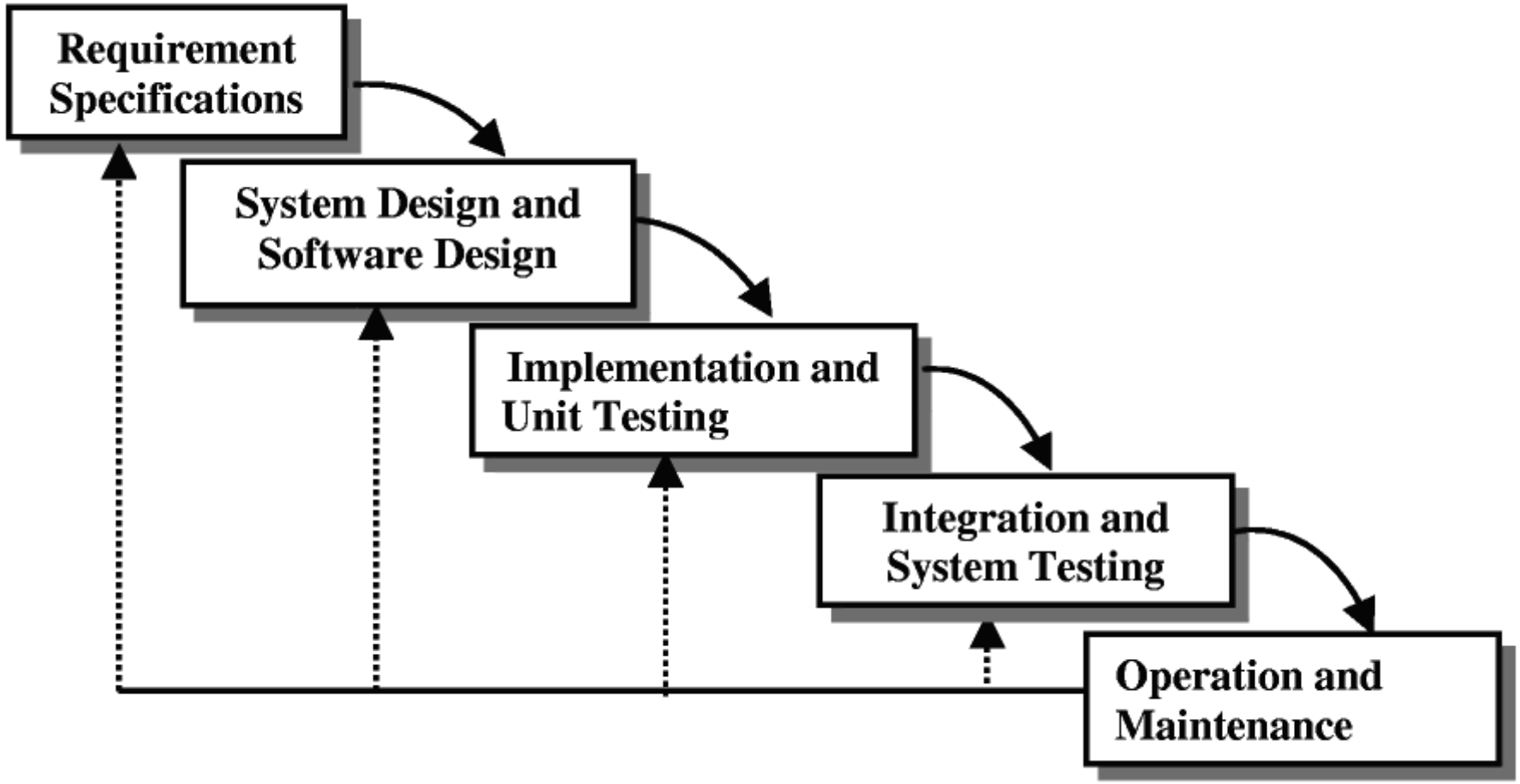
Structured development approach for many projects

Important to have a beginning, milestones, and an end

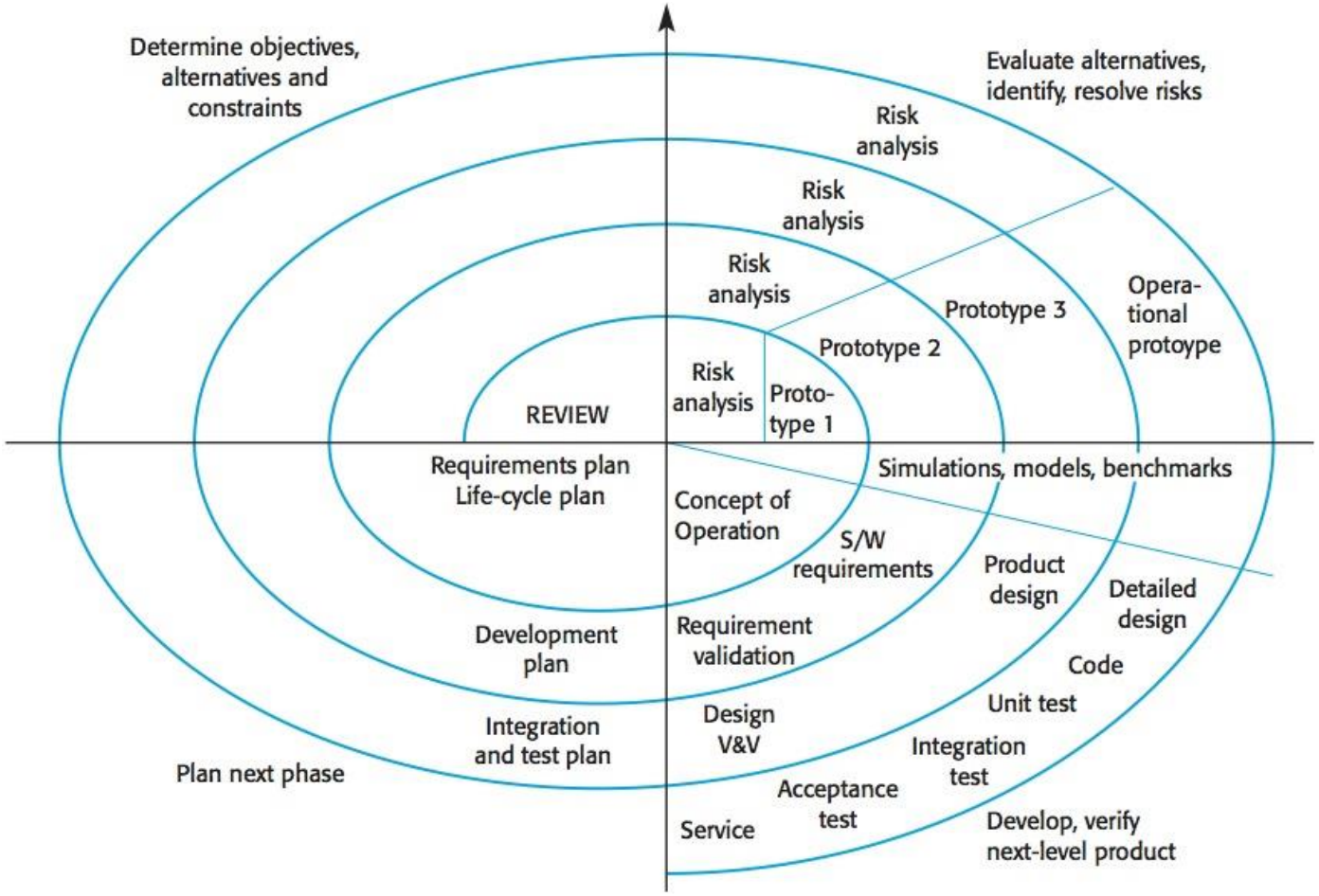
Without a structured approach, will suffer many types of project management issues:

- Creep
  - Time
  - Cost
  - Scope
  - Feature

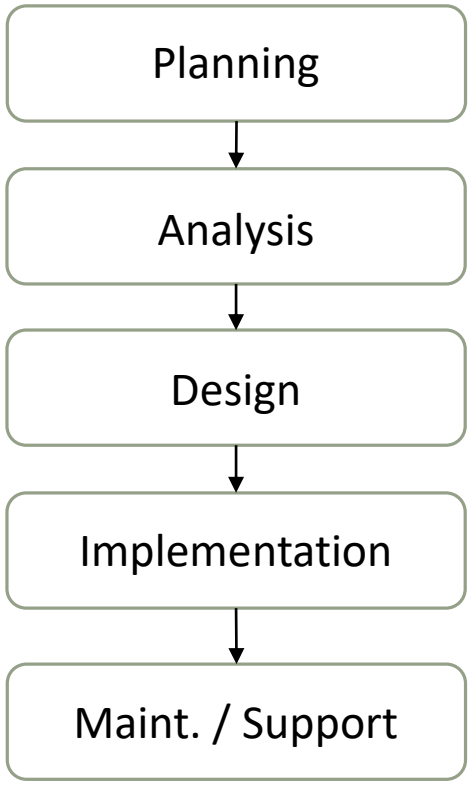
Waterfall Model



Spiral Model



Structured SDLC



The Prototype

Agile modeling is built almost completely around developing models based on requirements

- Users are heavily involved in the beginning
- Prototypes are developed rapidly
- Feedback is solicited
- Revisions are made
- Feedback is taken again

The Prototype

A model

Serves as a conceptualization to test ideas before full development

Very effective at soliciting user feedback at the early stages (more so in Agile development)

- Feedback can be gathered formally
  - Comparative testing
  - Split testing
  - Test multiple, but limited, variants if possible
- Can simply be observational
- Doesn’t require words or full sentences

Changes to prototypes are (usually) inexpensive and rapid, changes to final product or late-stage schedule are very expensive

Test multiple designs if possible

Types of physical prototypes

Non-operational

Patched-up

Selected features

First-of-a-series

None of these are mutually exclusive

There can even be overlap

Types of physical prototypes

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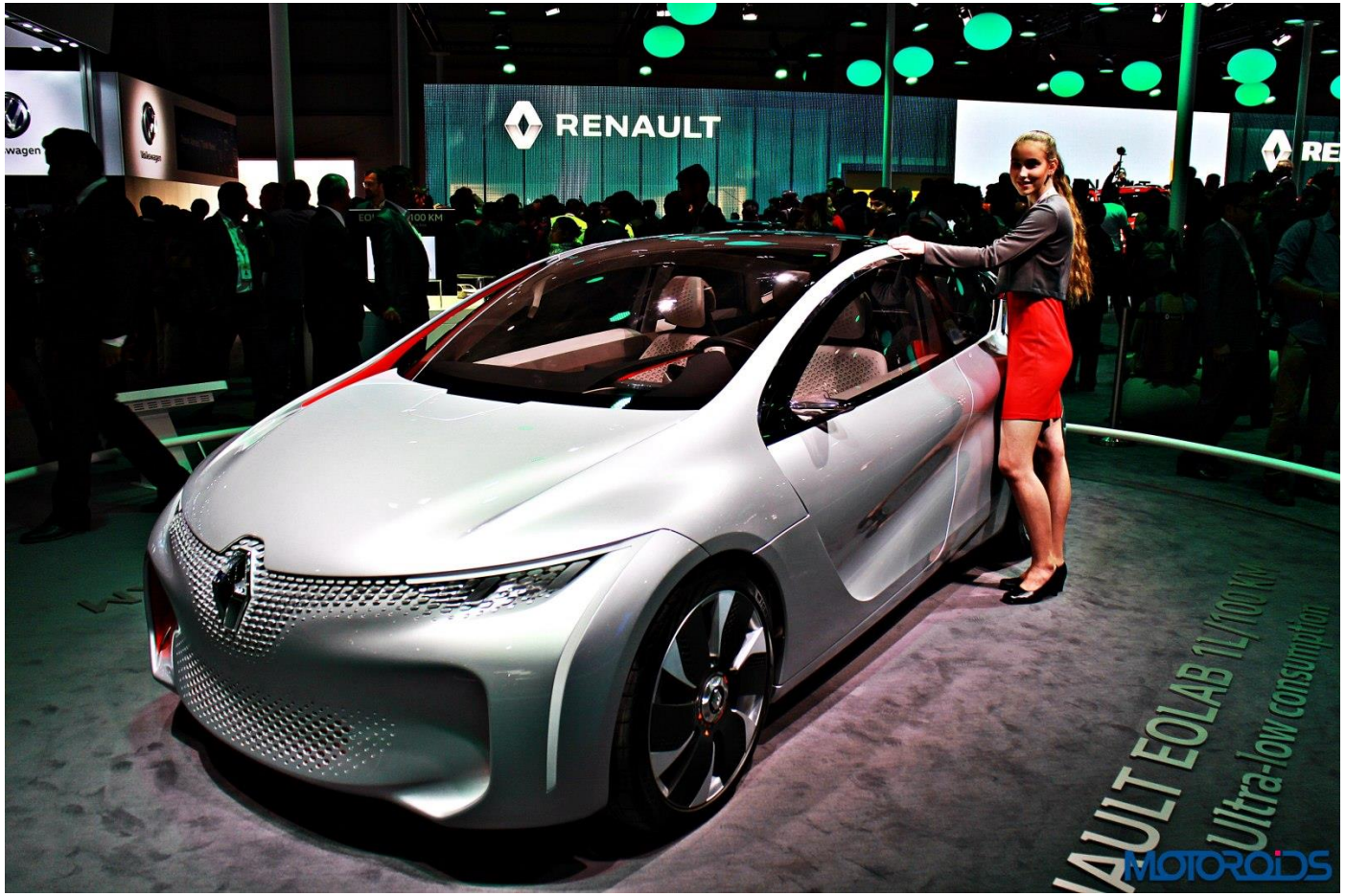


Types of physical prototypes

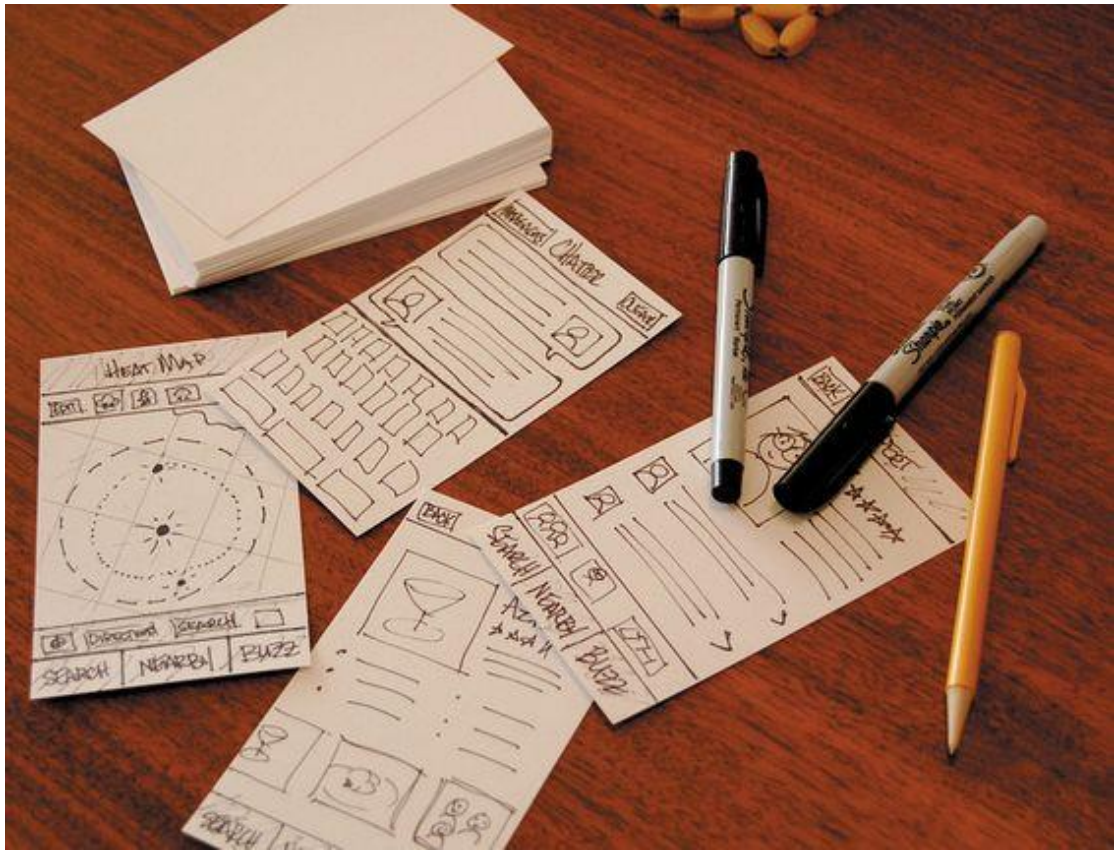
Types of interface prototypes

Low fidelity

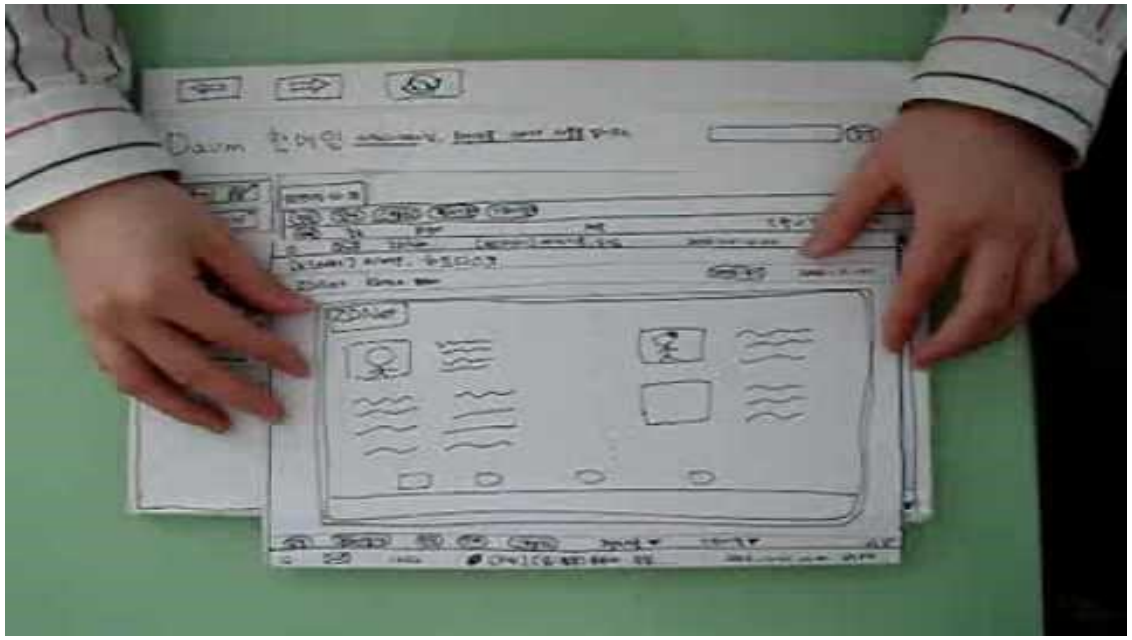
- Does not have to represent final form
- Even a use-case can be a prototype
- Can include paper – even napkin – sketches, index cards, Storyboards, Post-It notes
- Many of those overlap
- Doesn’t normally require specialized tools
- Consult personas, scenarios, and existing examples for assistance / inspiration
- Examples:

Types of interface prototypes

Types of interface prototypes



Types of interface prototypes



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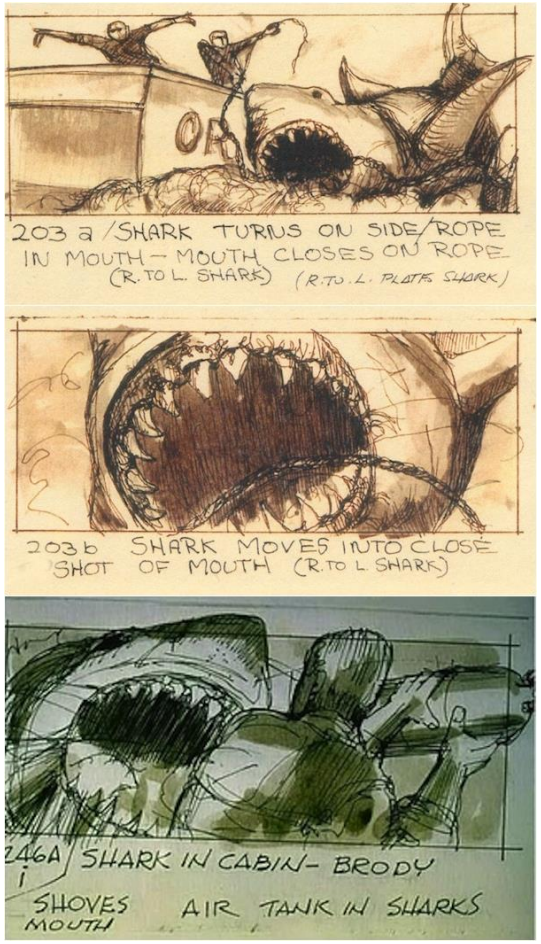

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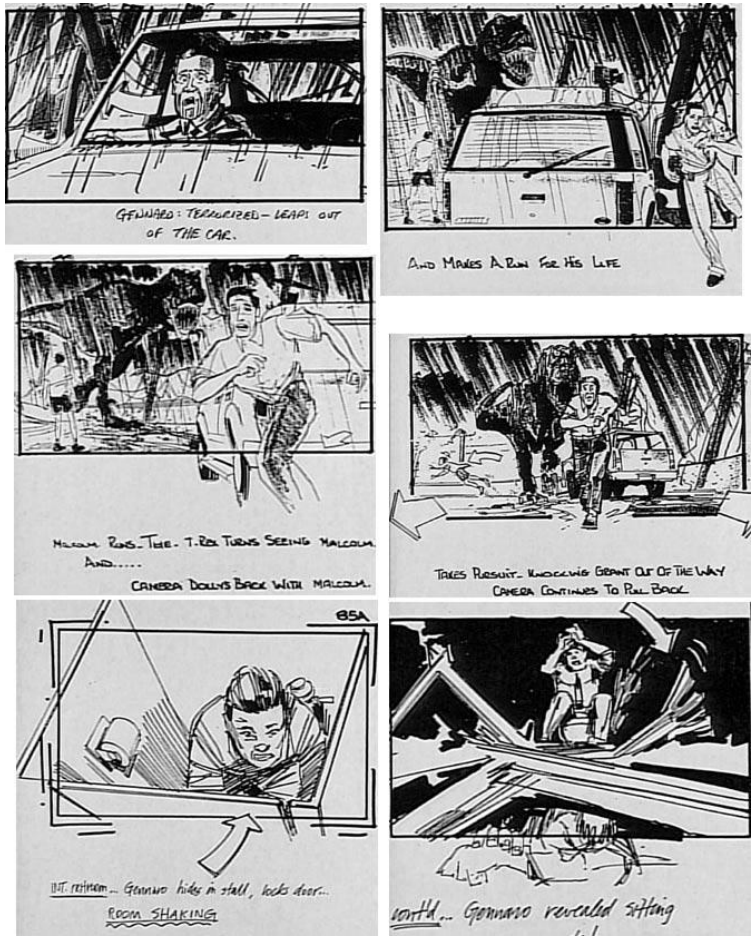

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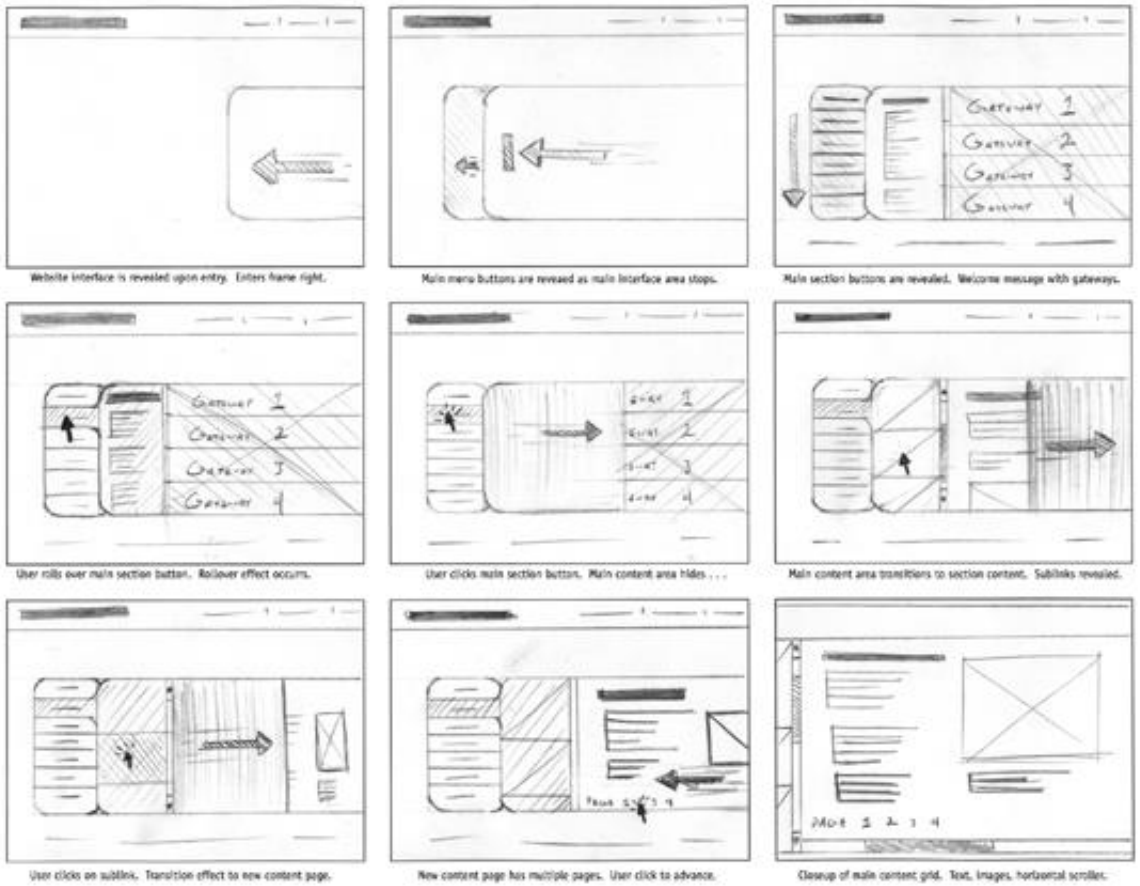
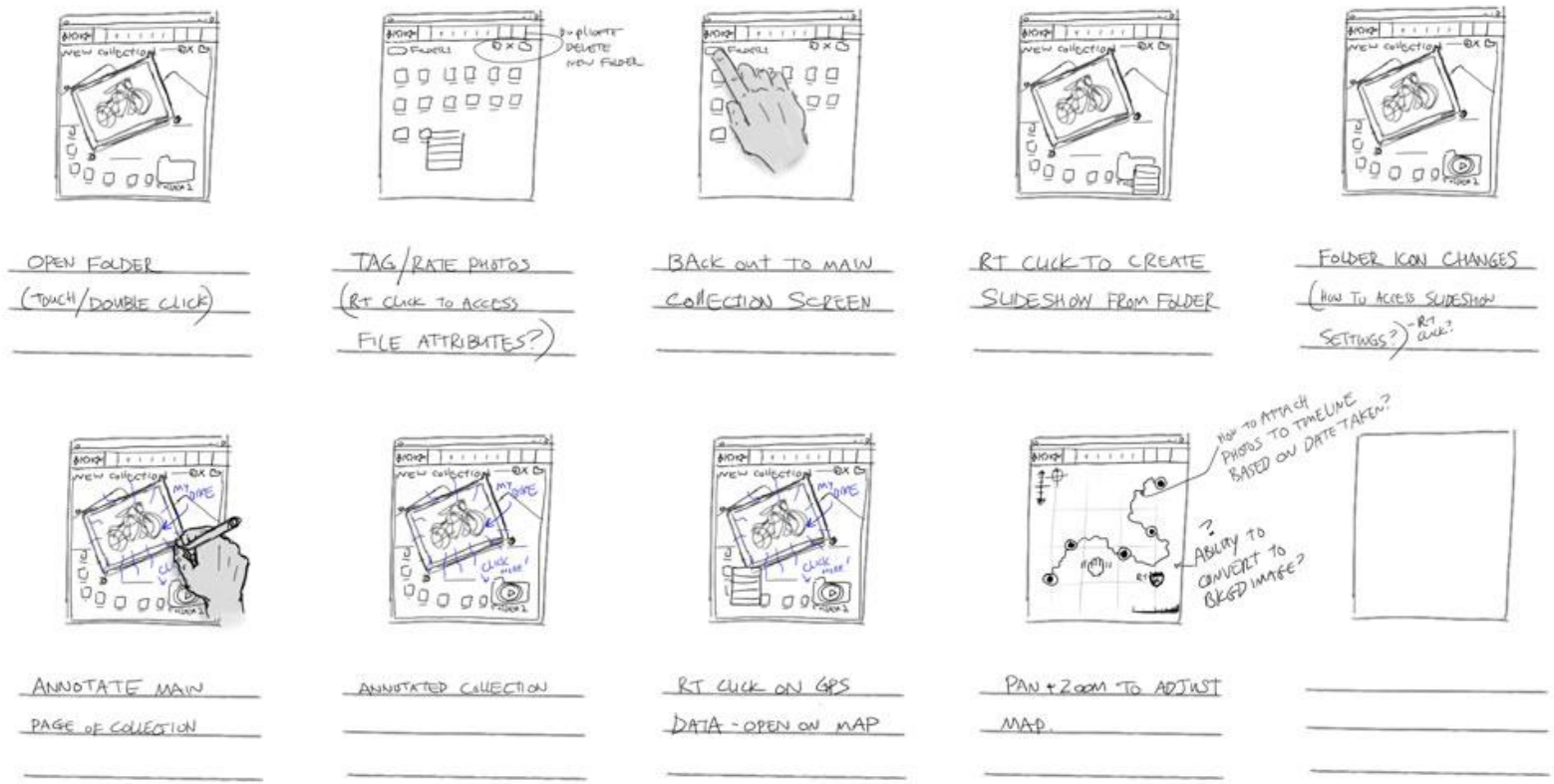


Types of interface prototypes

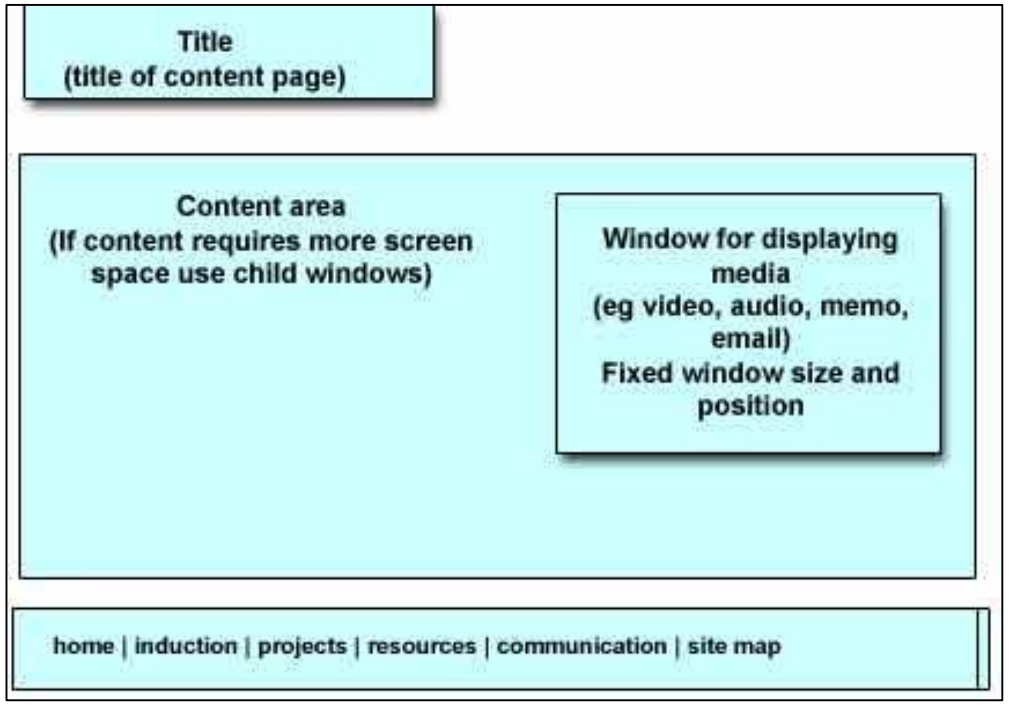


Types of interface prototypes

High(er) fidelity

- Dreamweaver, visual design tools
- Wireframing
- Mockups
- Functional prototypes

Types of interface prototypes



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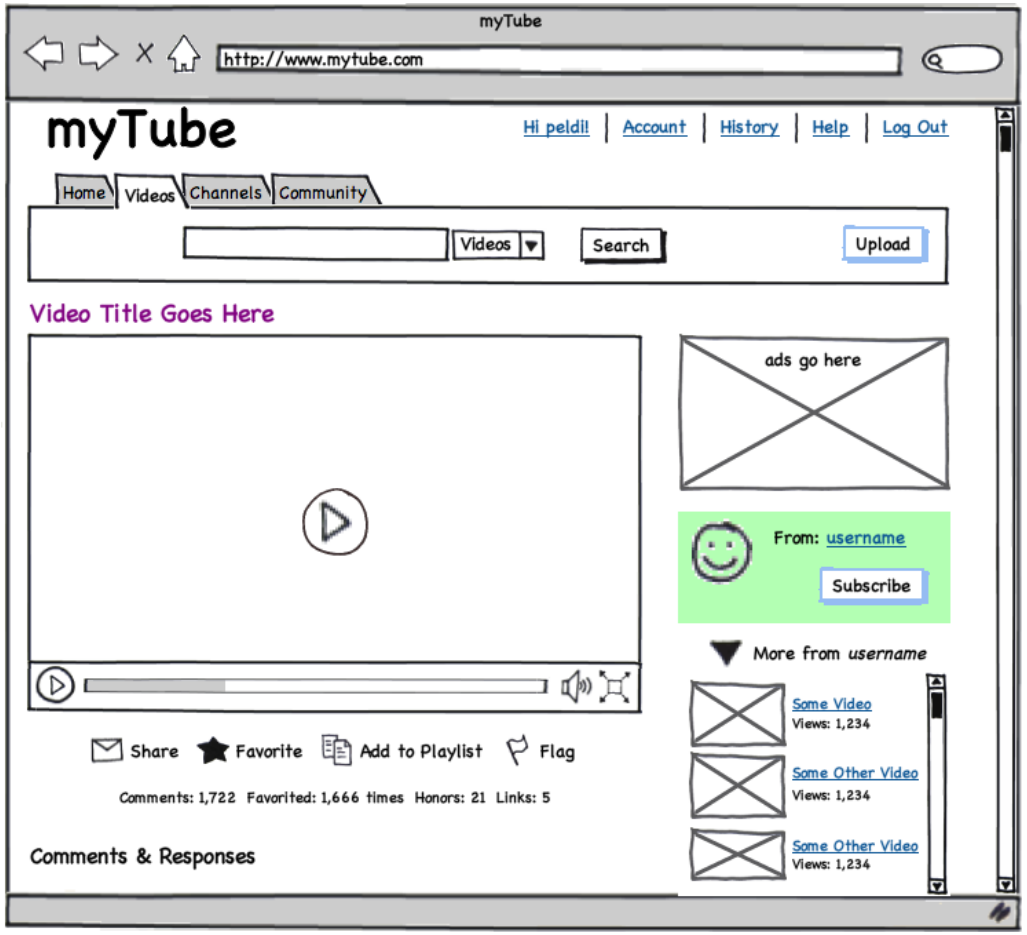

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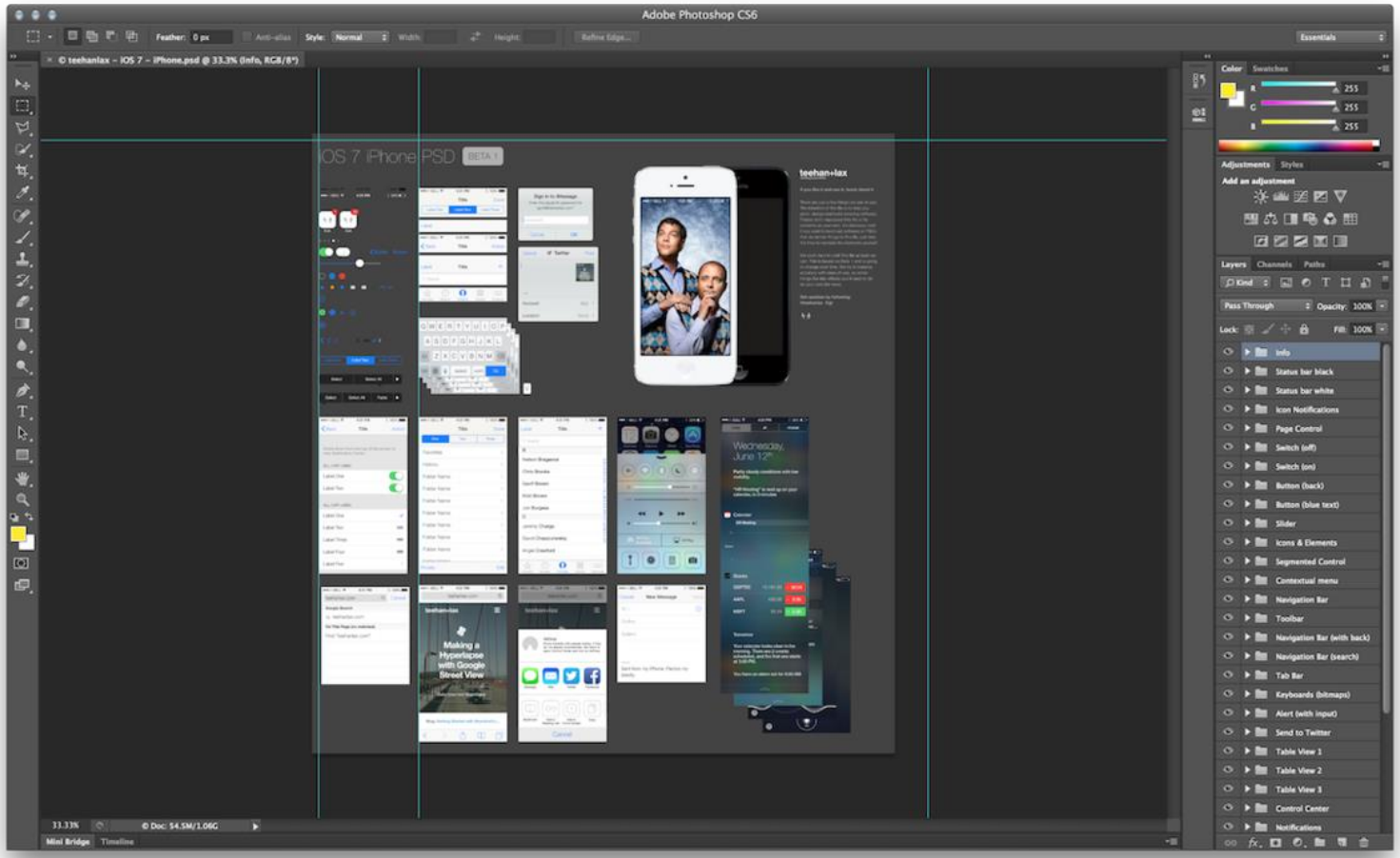
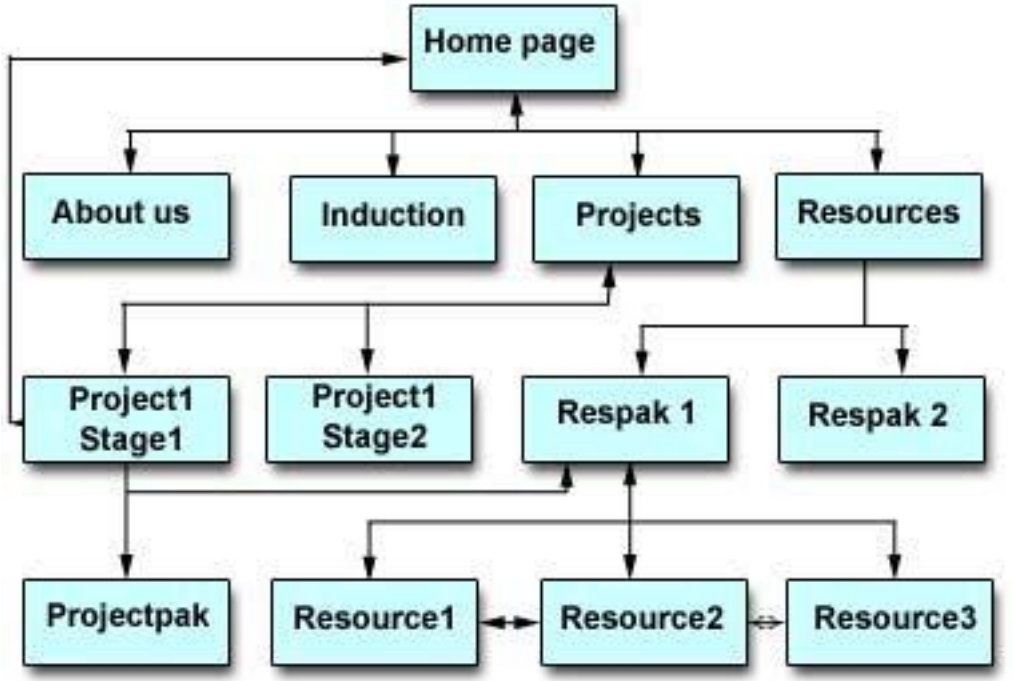


Screen flow / Hierarchy / Nav. Map / GTN



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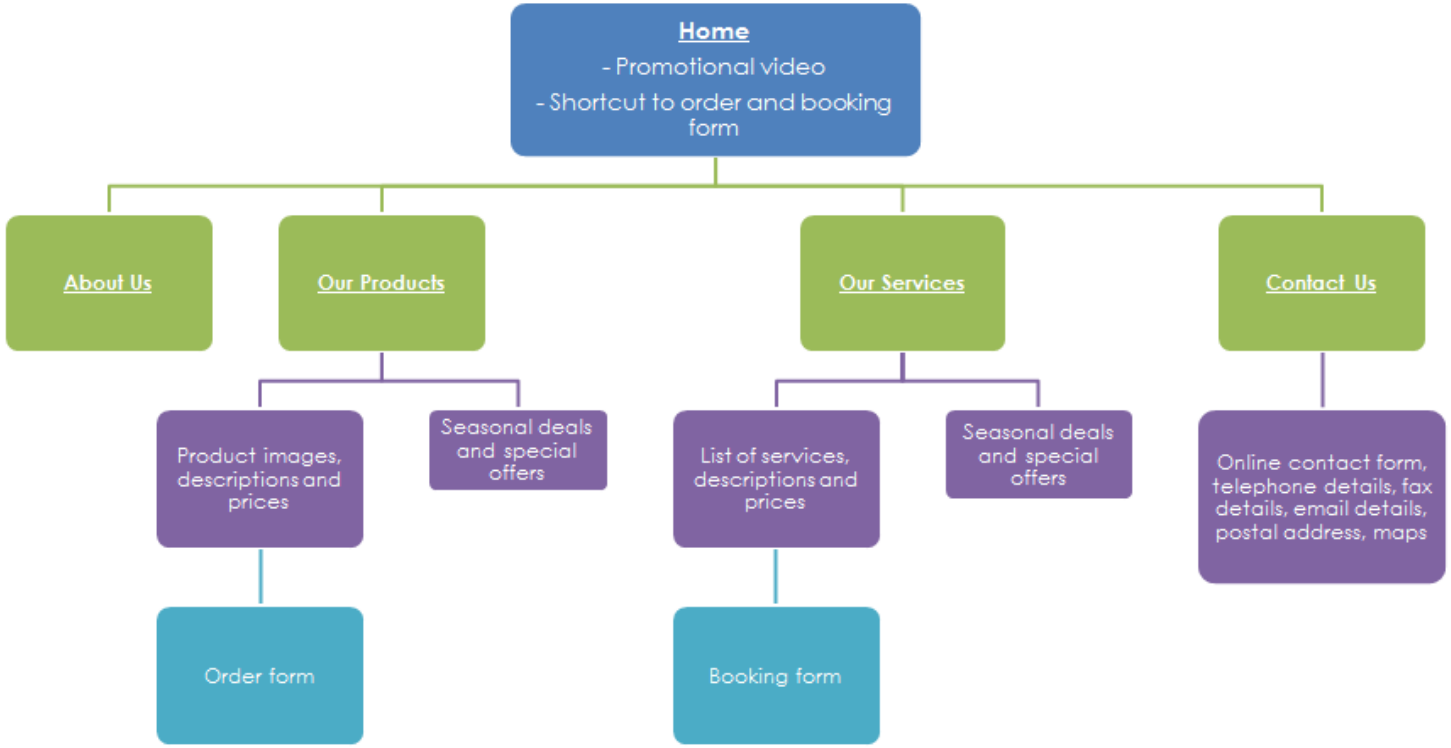

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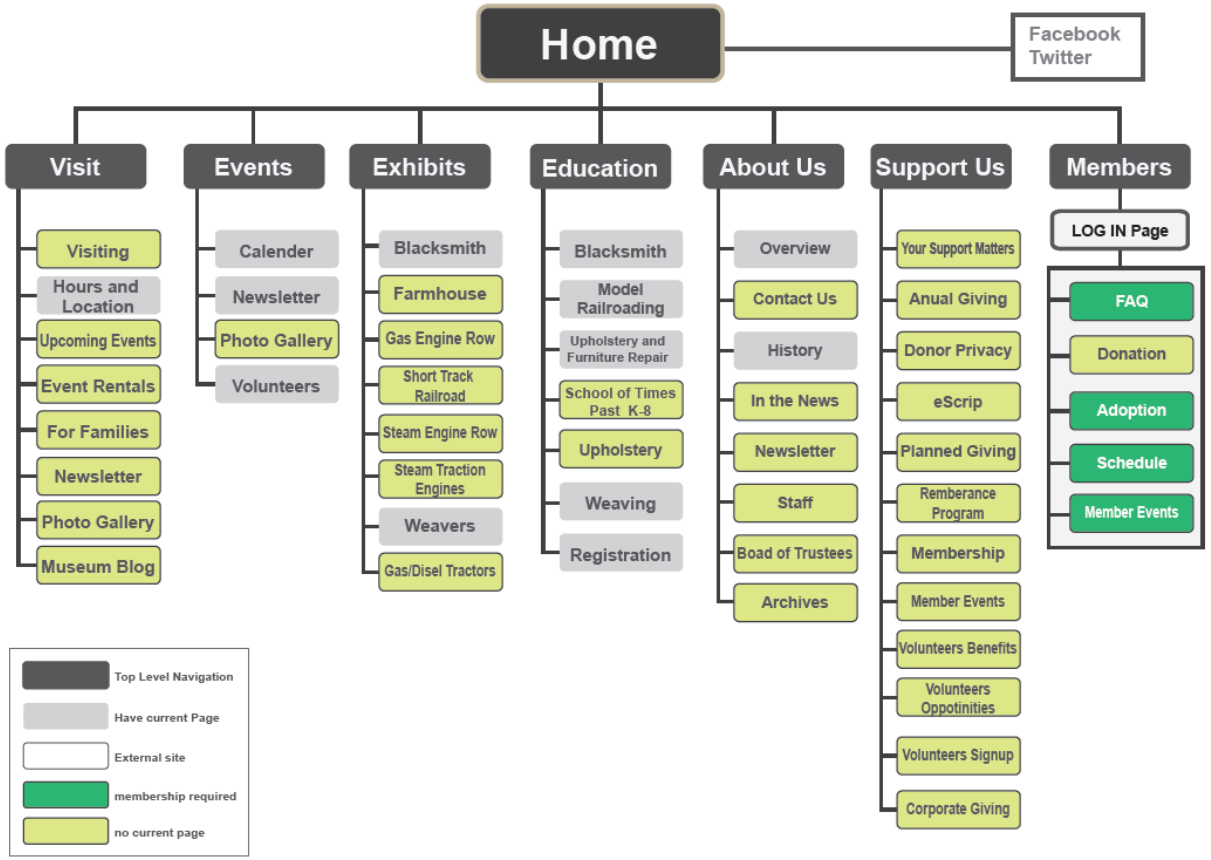

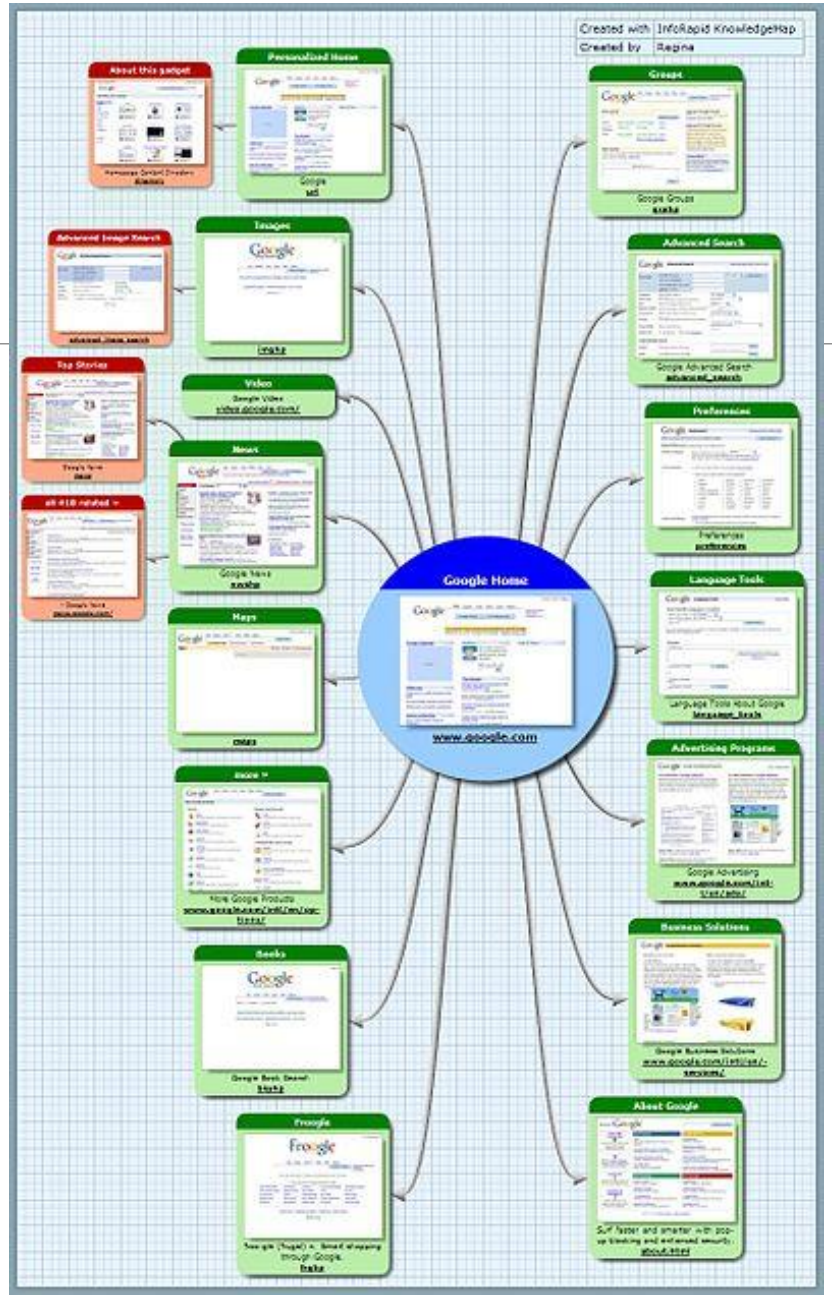
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Google Groups
Images
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Google Advanced Search
Top Stories
Video
Preferences
Preferences
News
Google News
Language Tools
Language Tools about Google
Maps
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Business Solutions
Books
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About Google

Types of interface prototypes

Horizontal

Vertical

These refer primarily to larger websites, but can include any complex system

But be careful

Prototypes are not the final ‘thing’

- Don’t let them be
- Don’t allow them to serve as a vehicle for rushing the project
- If that happens, blame will fall on the designer
- Especially with certain types of systems design

They are meant to be Iterated / Redesigned / Improved Upon / Scrapped