

Prototyping

- Low-Fi Prototyping: (Design Alternatives/Prototyping)
 - Concepts
 - Navigation
 - Workflow
 - Page layout
 - Functionality
- Hi-Fi Prototyping: (Prototyping/Evaluation)
 - Technical feasibility
 - Functionality
 - Design

Why Paper Prototypes

	Benefits
Paper v. HTML	Quick updates; group brainstorming, rapid usability prototyping
Paper v. Flash	Mock-ups that can't be illustrated on paper oftentimes indicate visibility, learnability issues
Paper v. Product	Paper is best for <i>new</i> products or designs
Paper v. Database	Paper can work with sticky notes as a means to illustrate the data
Paper v. Links	Paper prototypes allow you to see what users <i>expect</i> instead of what you've designed

Low Fidelity Prototypes

Paper Prototypes	Computer Prototypes
<ul style="list-style-type: none">•Sketches•Note cards•Organizational charts	<ul style="list-style-type: none">•HTML•InDesign•Flash
When to Implement	When to Implement
<ul style="list-style-type: none">•Available tools won't work•When team members aren't fluent with tools•When drawings are necessary for group discussions•Early stage designs	<ul style="list-style-type: none">•When testing functionalities