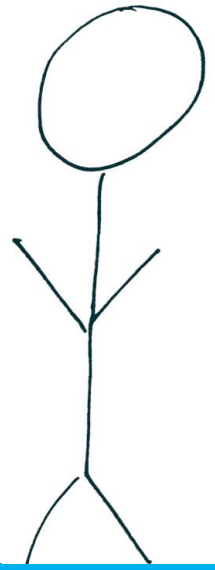


Introduction to Prototyping

CC BY SA

Niels Henze

Learning Goals

- Being able to put different prototyping techniques into perspective
- Know when to use which technique
- Have an overview of prototyping approaches

Prototype, a definition:

- "*A concrete representation of part or all of an interactive system*" (based on [1])

[1] Beaudouin-Lafon, M., & Mackay, W. E. (2009). Prototyping tools and techniques. In Human-Computer Interaction (pp. 137-160). CRC Press.

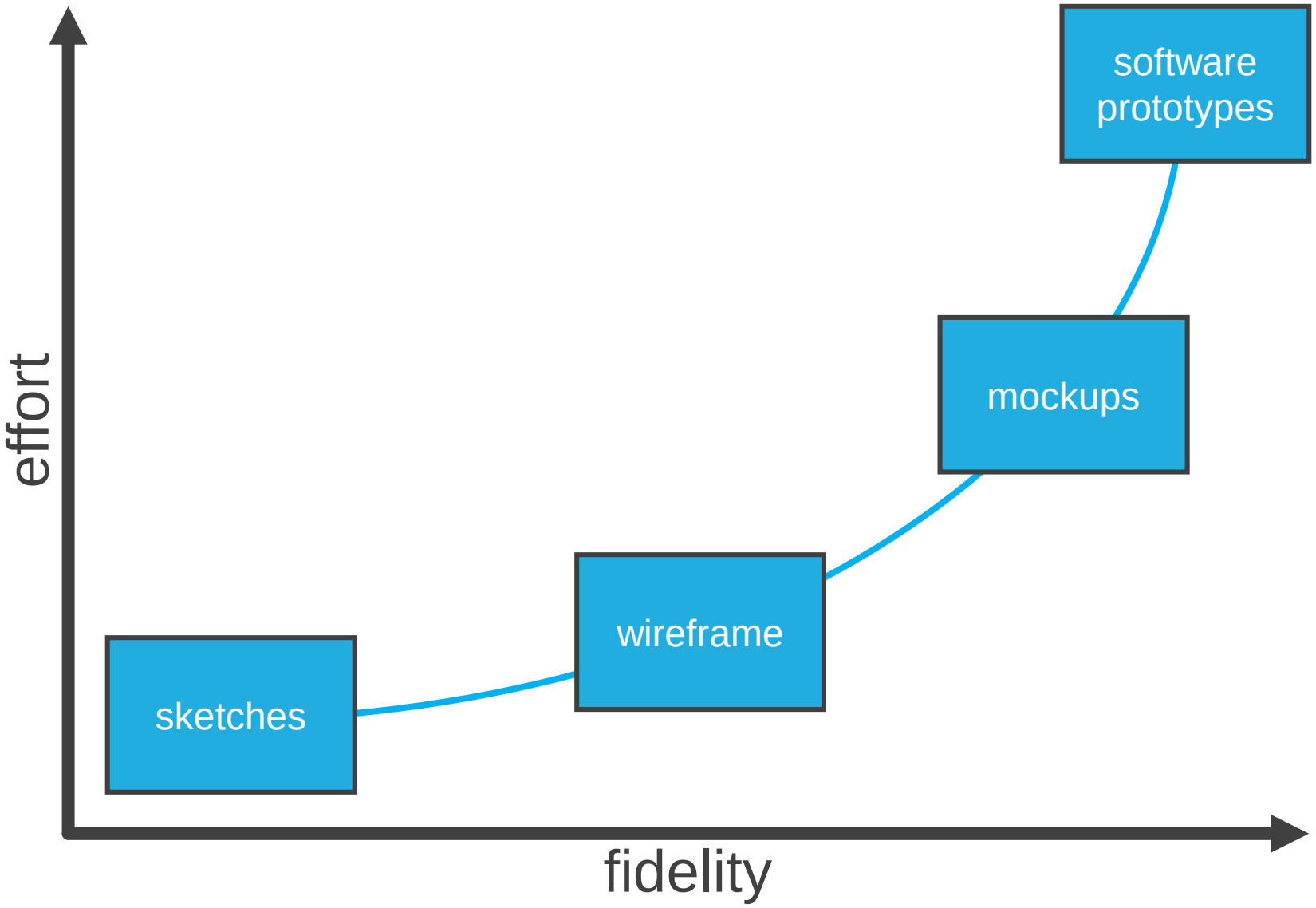
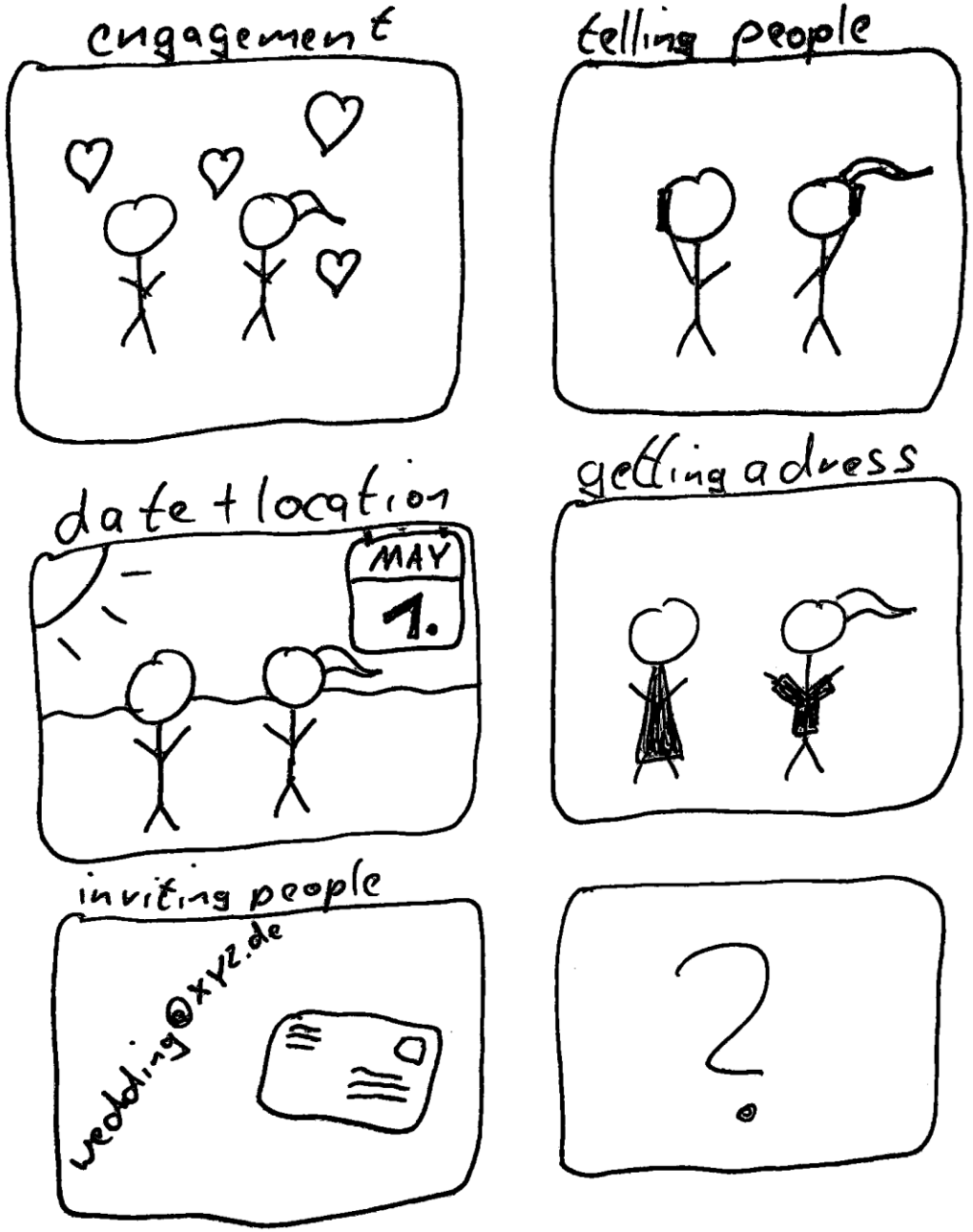
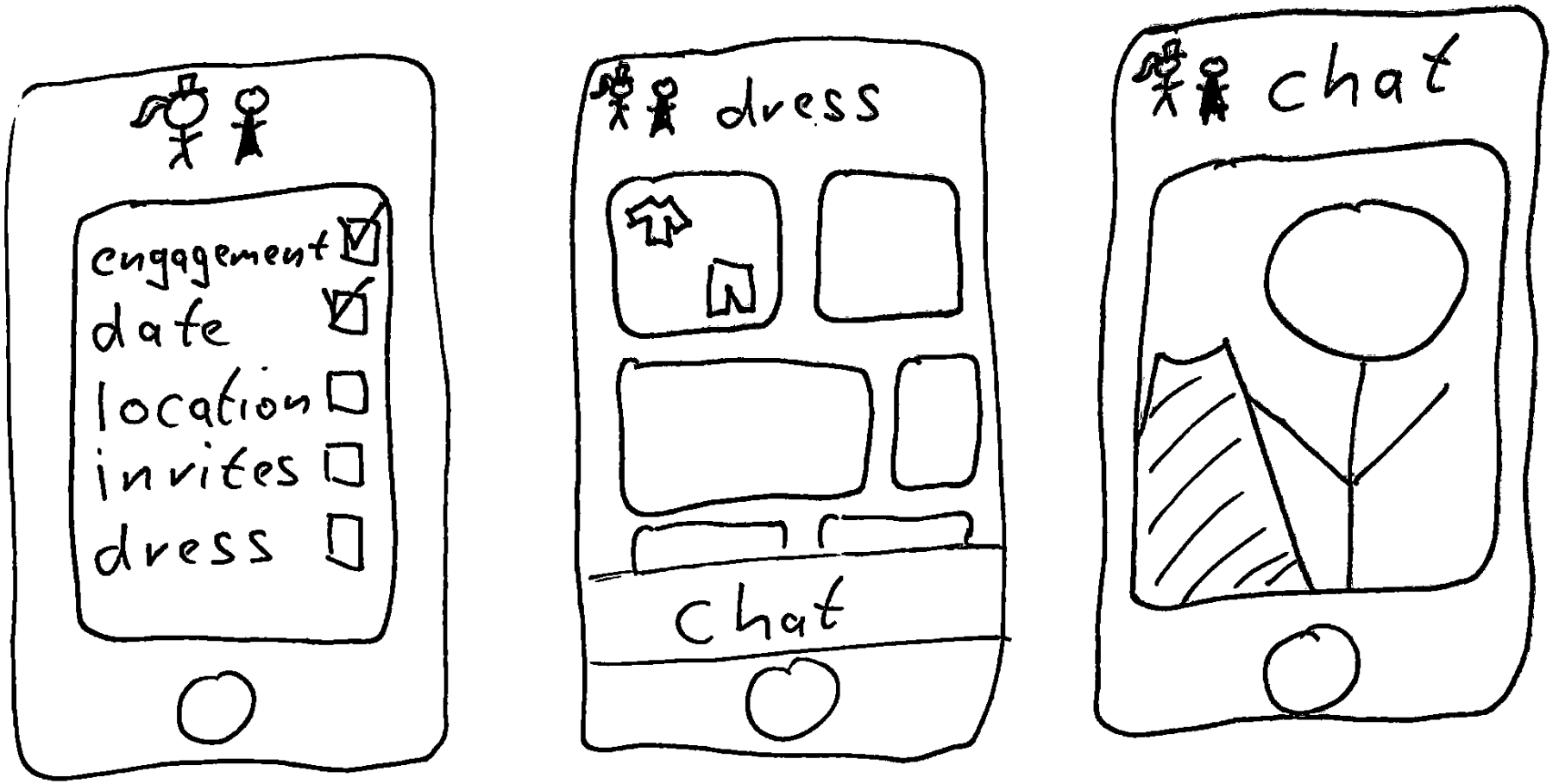
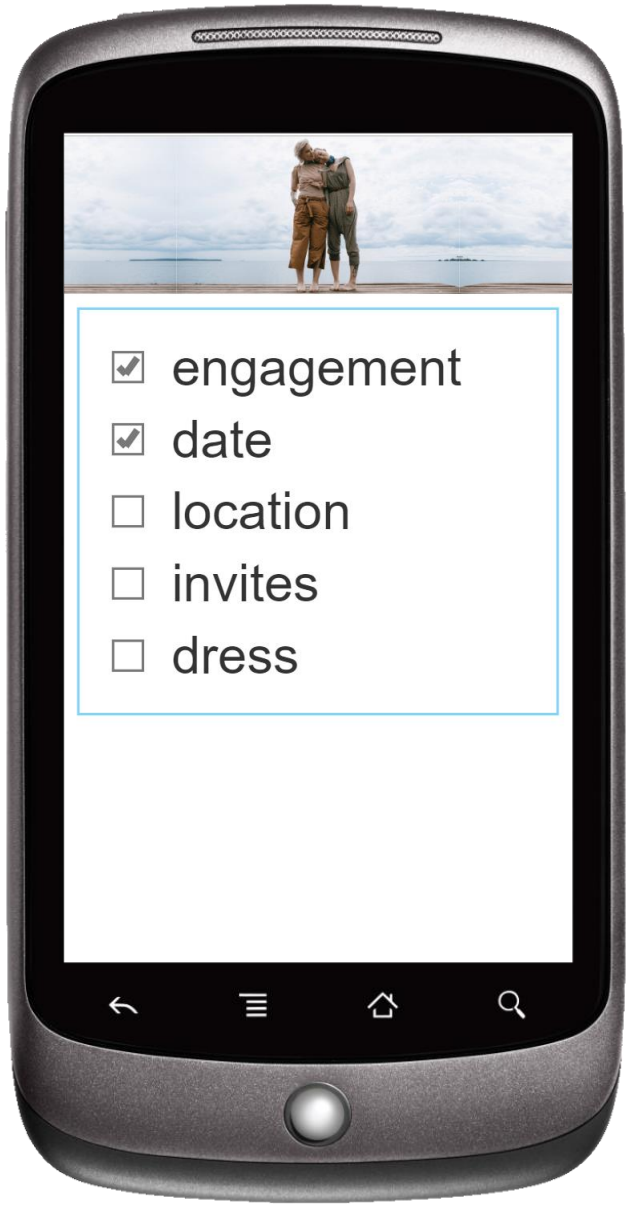
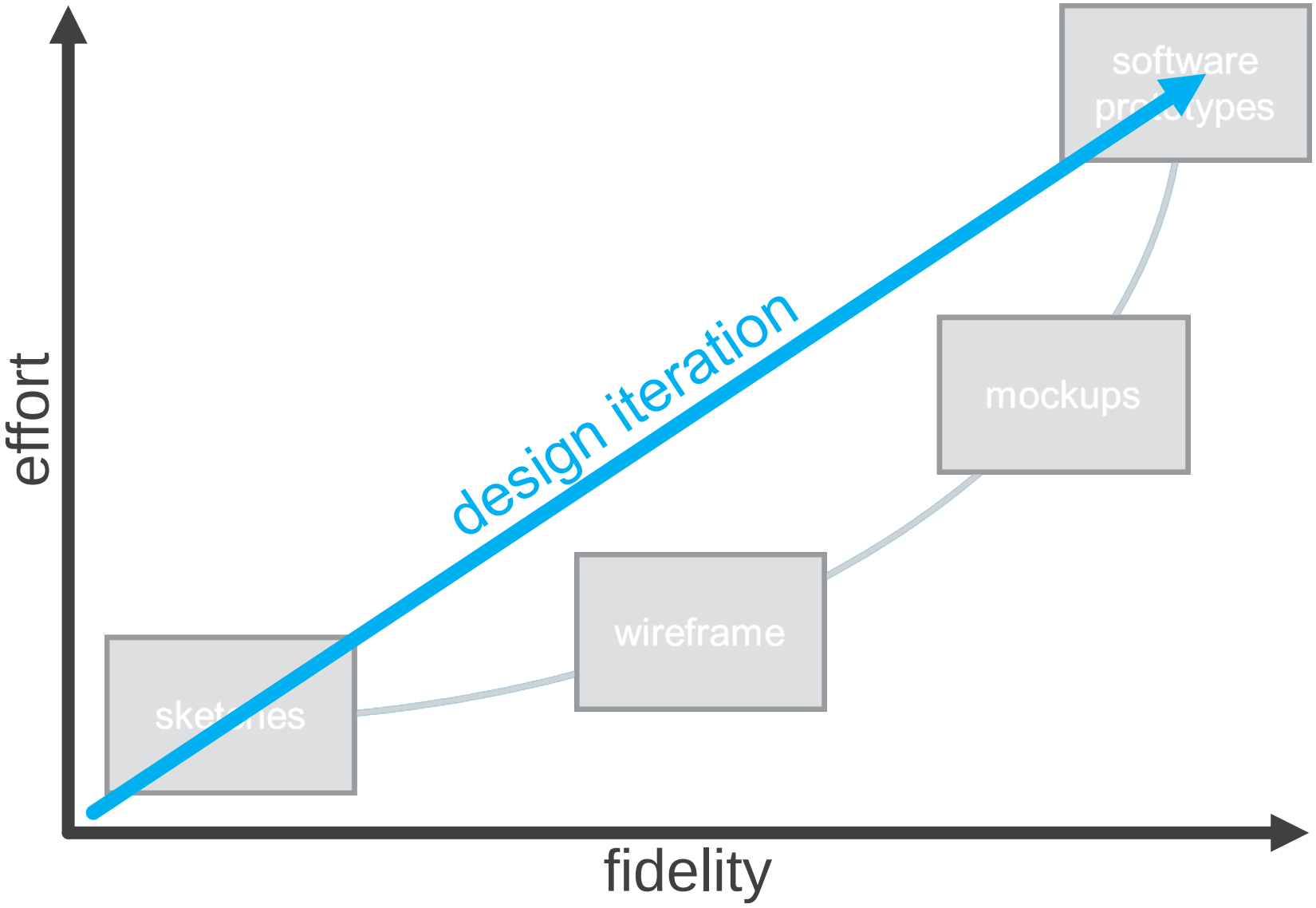

software prototypes
mockups
wireframe
sketches
effort
fidelity

Photo by Anna Shvets from https://www.pexels.com/photo/women-standing-on-wooden-planks-3727647 (PD)


engagement
telling people
date + location
MAY
1.
getting adress
inviting people
wedding@xyz.de
?


engagement
date
location
invites
dress
dress
chat
chat


engagement
date
location
invites
dress


effort
fidelity
design iteration
sketches
wireframe
mockups
software prototypes

This file is licensed under the Creative Commons Attribution-Share Alike 4.0 (CC BY-SA) license:

https://creativecommons.org/licenses/by-sa/4.0

Attribution: Niels Henze

For more content see: https://hci-lecture.de