

Low-Functional Prototypes

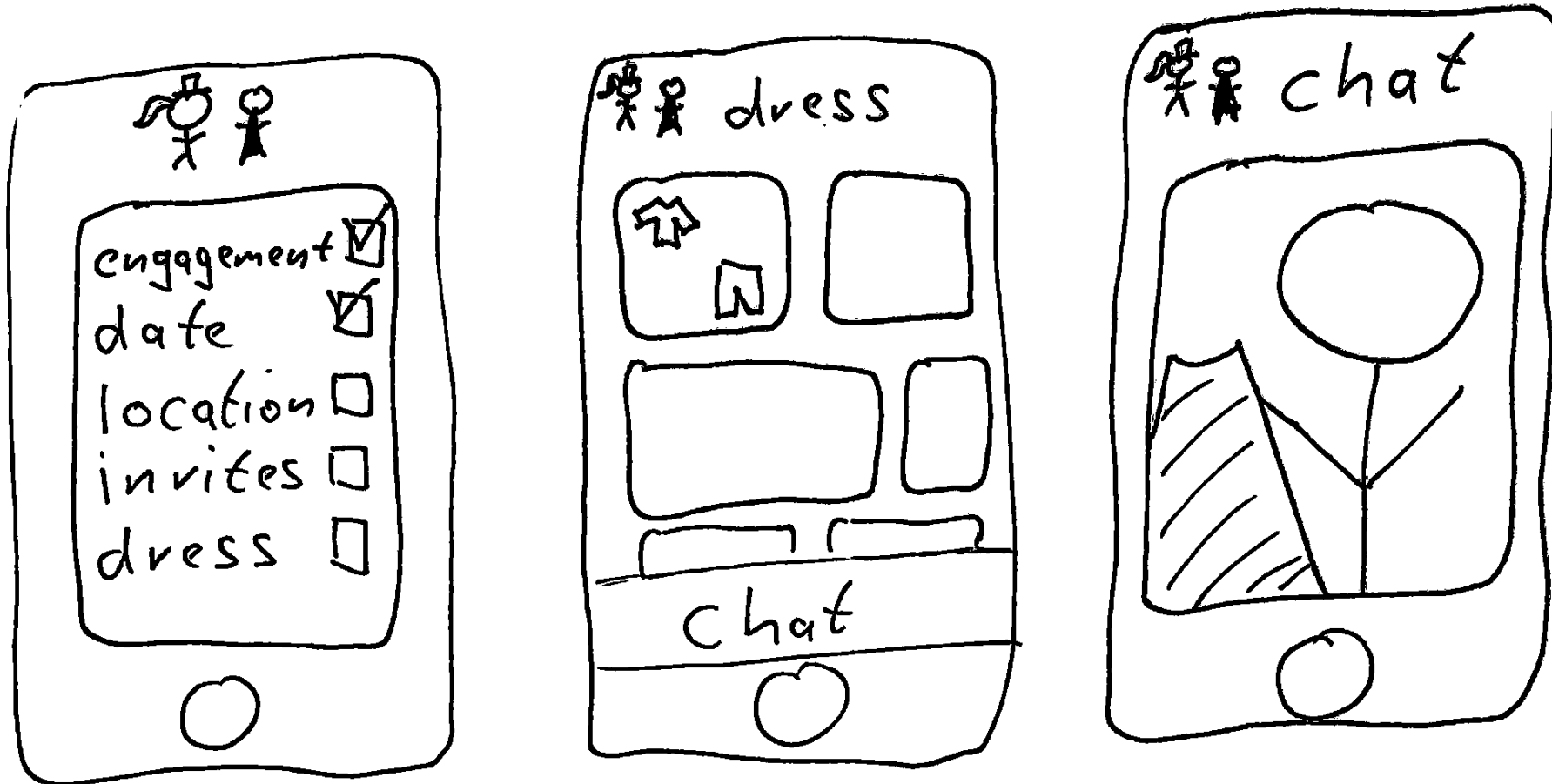
Learning Goals

- Know techniques to develop prototypes with low functionality
- Be able to select an appropriate prototyping technique

The many purposes of Prototypes

- Within the design team
- Communication with others
- Test with potential users

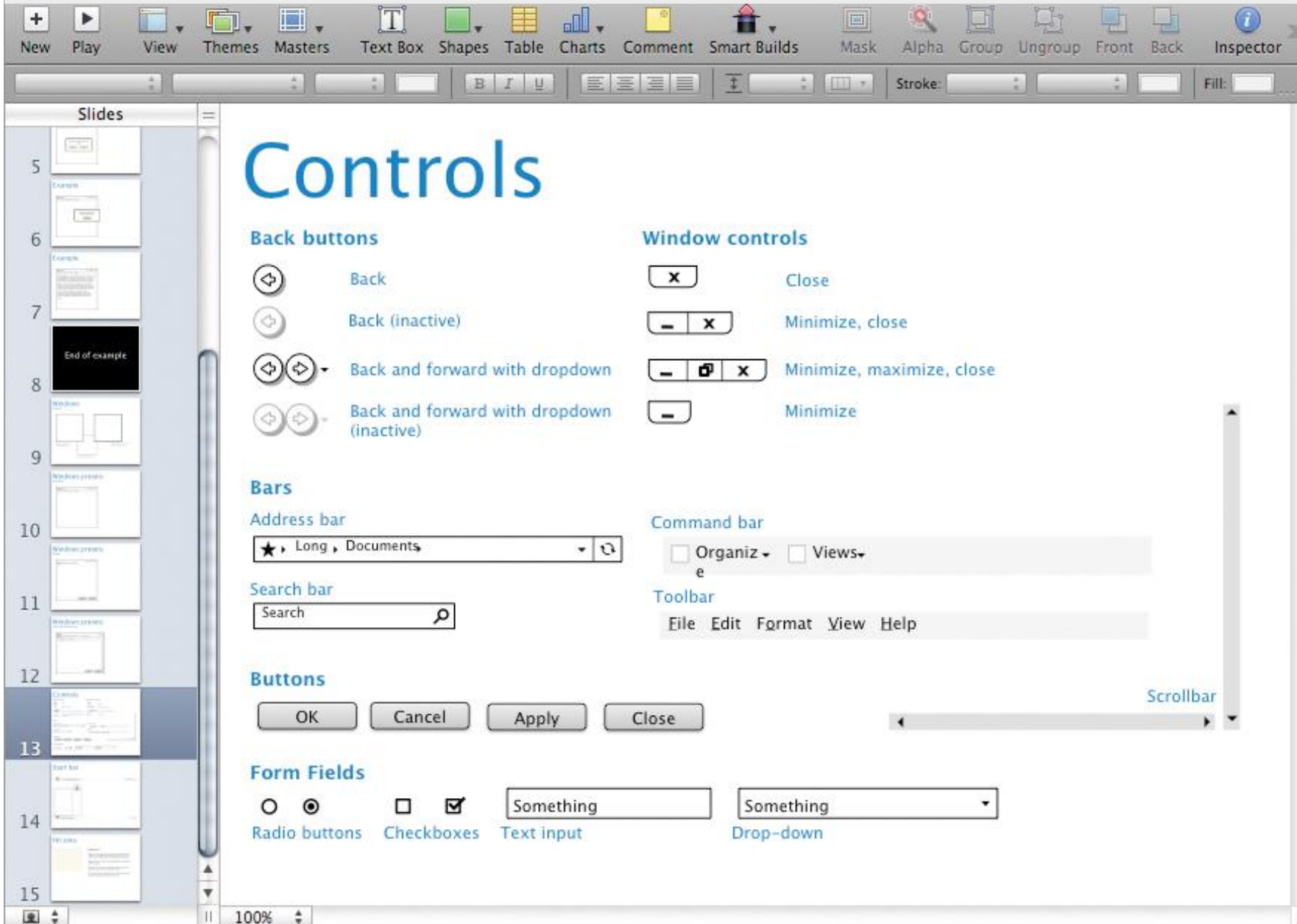


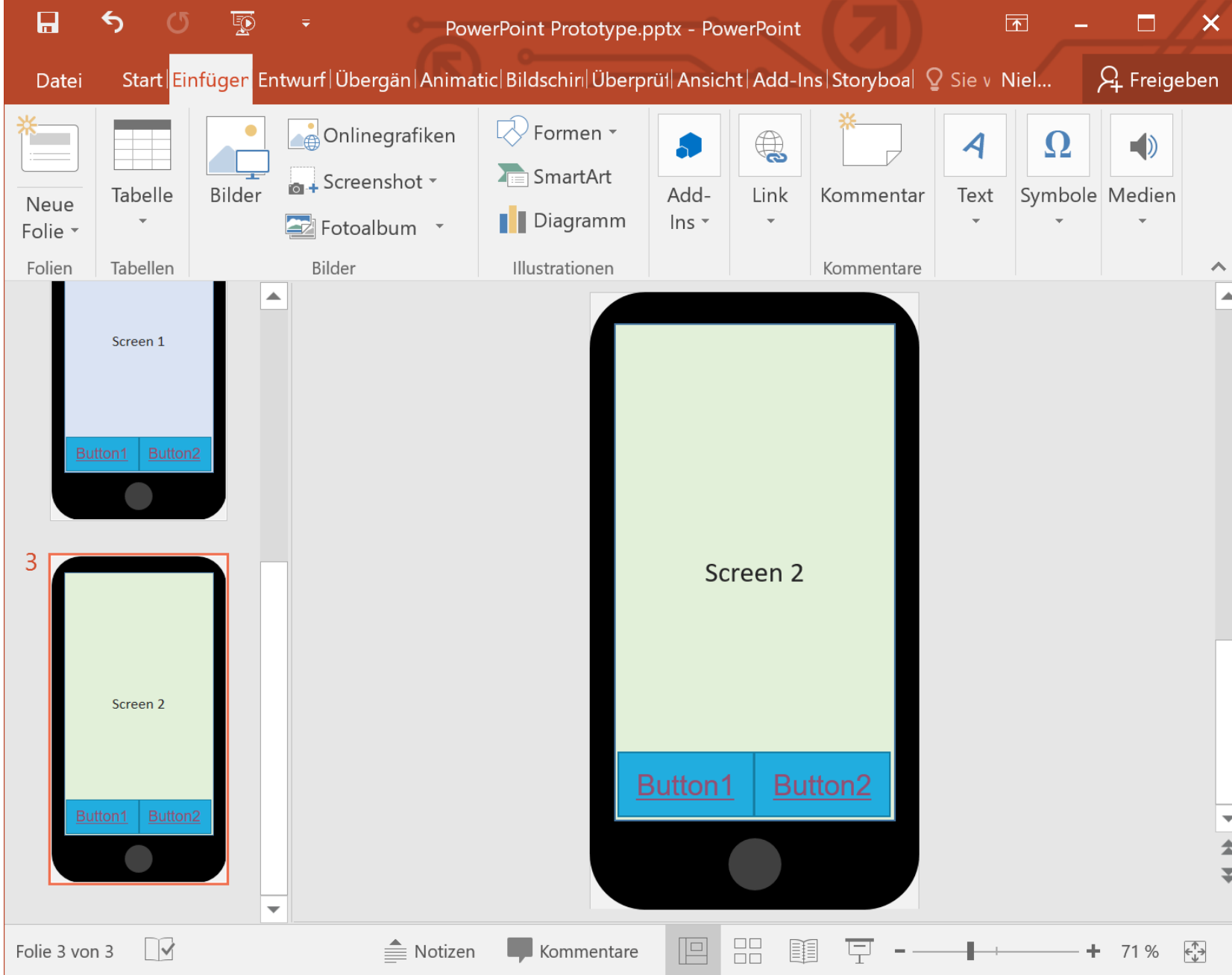




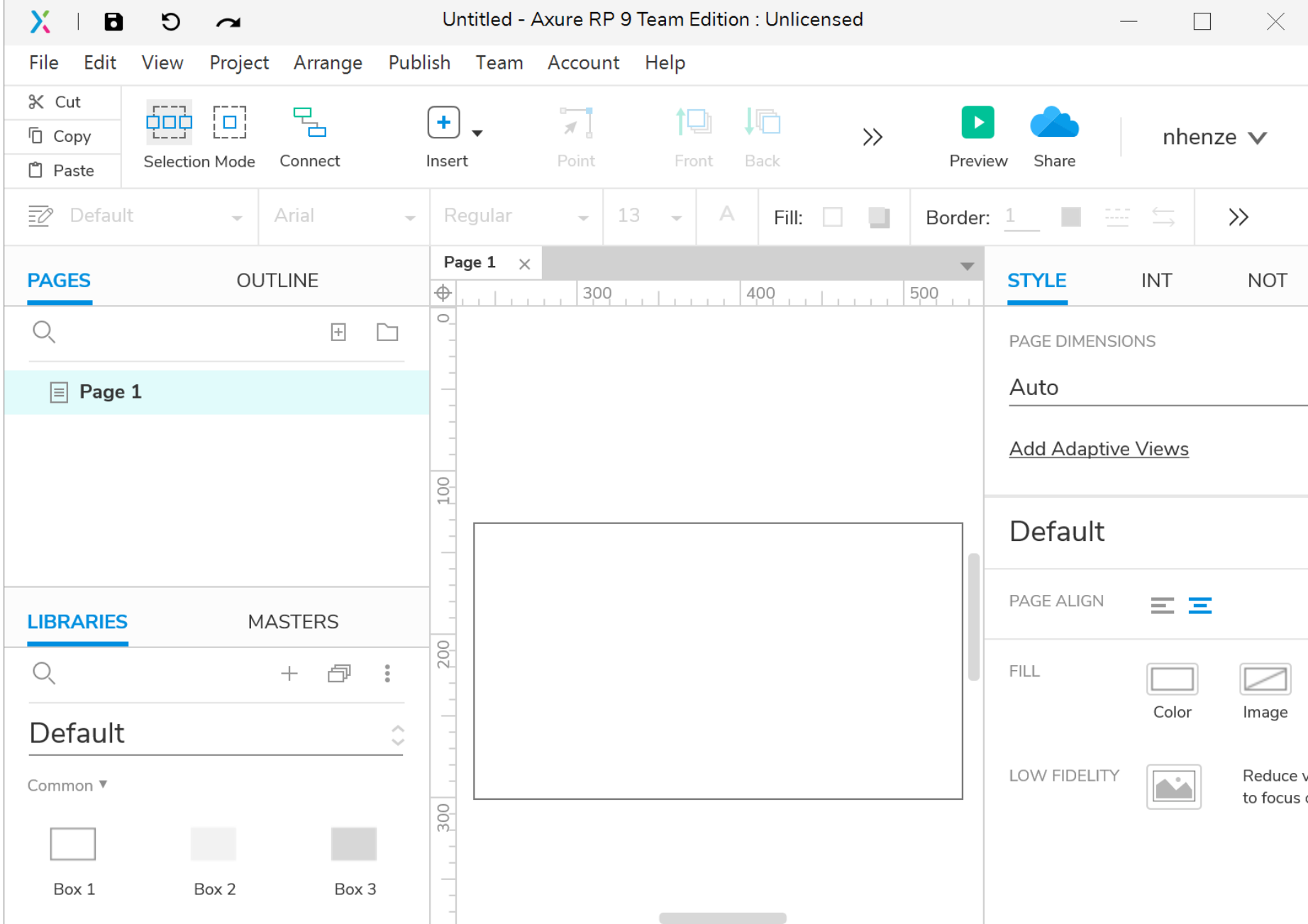
- Exploring design ideas
- Communicating interface designs
- Early user tests











Advantages and Disadvantages

- Low-functional prototypes
 - Provide little to no (automated) functions
 - Paper, standard software or dedicated tools to build them quickly
- Advantages
 - Requires little effort
 - Speeds up the design iterations
 - Explore many design solutions
- Disadvantages
 - Not everything can be realized
 - Efficiency is hardly measurable
 - Reusability is limited

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