

PROTOTYPING

for Mobile Apps

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Prototyping serves to provide specifications for a real, working system rather than a theoretical one.”

Definition Summary

- used in multiple disciplines
- early sample
- early model
- early release (software)
- test or trial
- used to enhance performance by a system
- used to enhance performance by users

Why prototype in the first place?

Info Source: [Interaction Design Association](#) - [Replace](#)



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4. Realism: Gauge feasibility of concept
5. Advocate Externally: Marketing tool to potential clients

PROTOTYPES

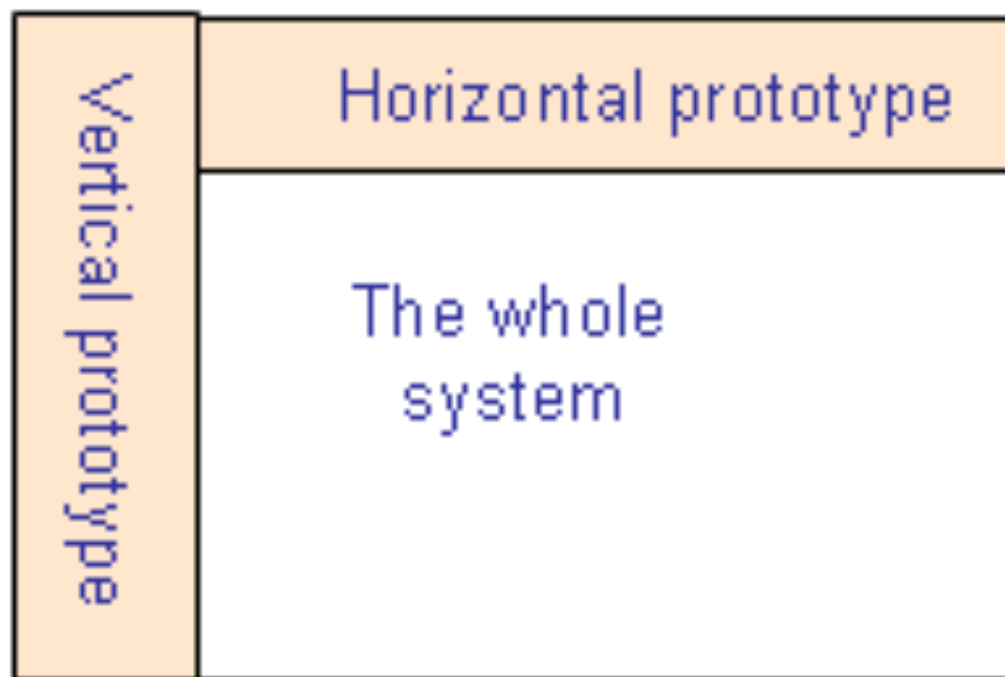
(types)

PROTOTYPE NAMES	DESCRIPTION	INDUSTRY EXAMPLE
1: Concept Prototype	<ul style="list-style-type: none"> • Illustrates overall project vision • assist the project team and the customer in understanding the problem 	<p>Written Descriptions Images, Moodboard</p>
2: Horizontal Prototype	<ul style="list-style-type: none"> • Exploration of basic size, look & feel • Limited to No functionality • No exact visual representation • Demonstrates outer layer of human interface 	<ul style="list-style-type: none"> • Wireframes (windows, menus, & screens, GUI)
3: Vertical Prototype	<ul style="list-style-type: none"> • Demonstrates a working a key function of the overall system • Few features • No exact visual representation 	<ul style="list-style-type: none"> • Wireframes (windows, menus, & screens, GUI)
4: User Experience	<ul style="list-style-type: none"> • Invites active human interaction • Used to support user focused research. • Demonstrates the typical order in which information is presented 	<p>Storyboard Sequence</p>
5: Visual Prototype	<ul style="list-style-type: none"> • Capture the intended design aesthetic • Simulate the appearance 	<ul style="list-style-type: none"> • MoodBoard • Mockups • Thumbnails
6:Functional Prototype Working Prototype	<ul style="list-style-type: none"> • simulate the final design, aesthetics, materials and/or functionality 	<ul style="list-style-type: none"> • High Fidelity Working Model

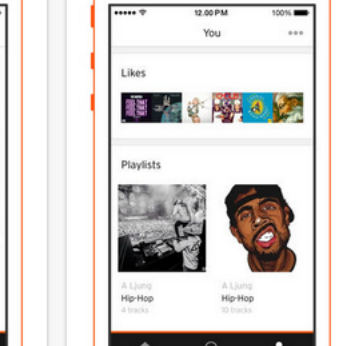
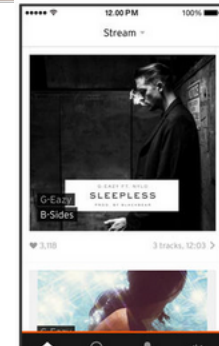
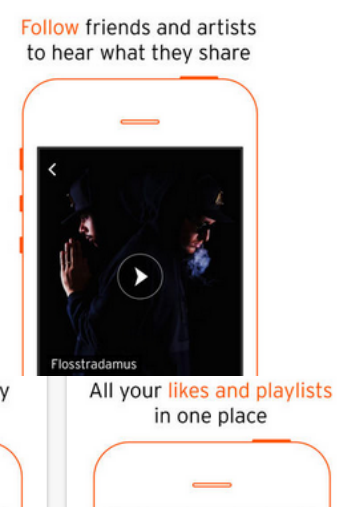
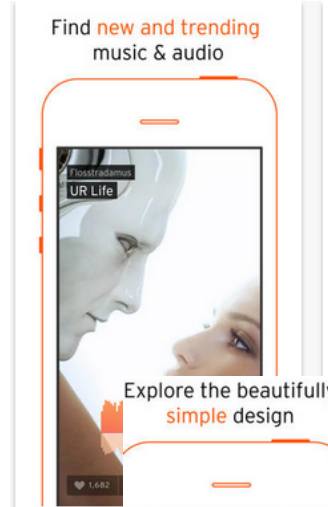
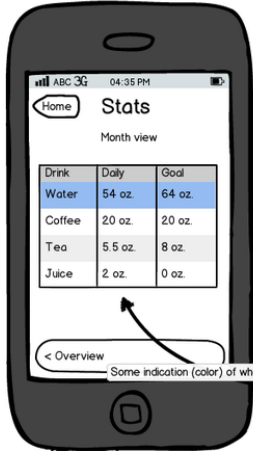
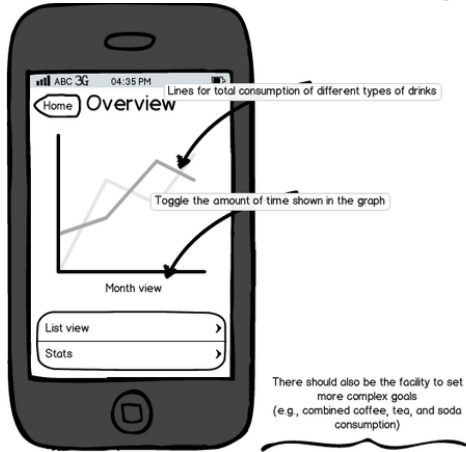
different features



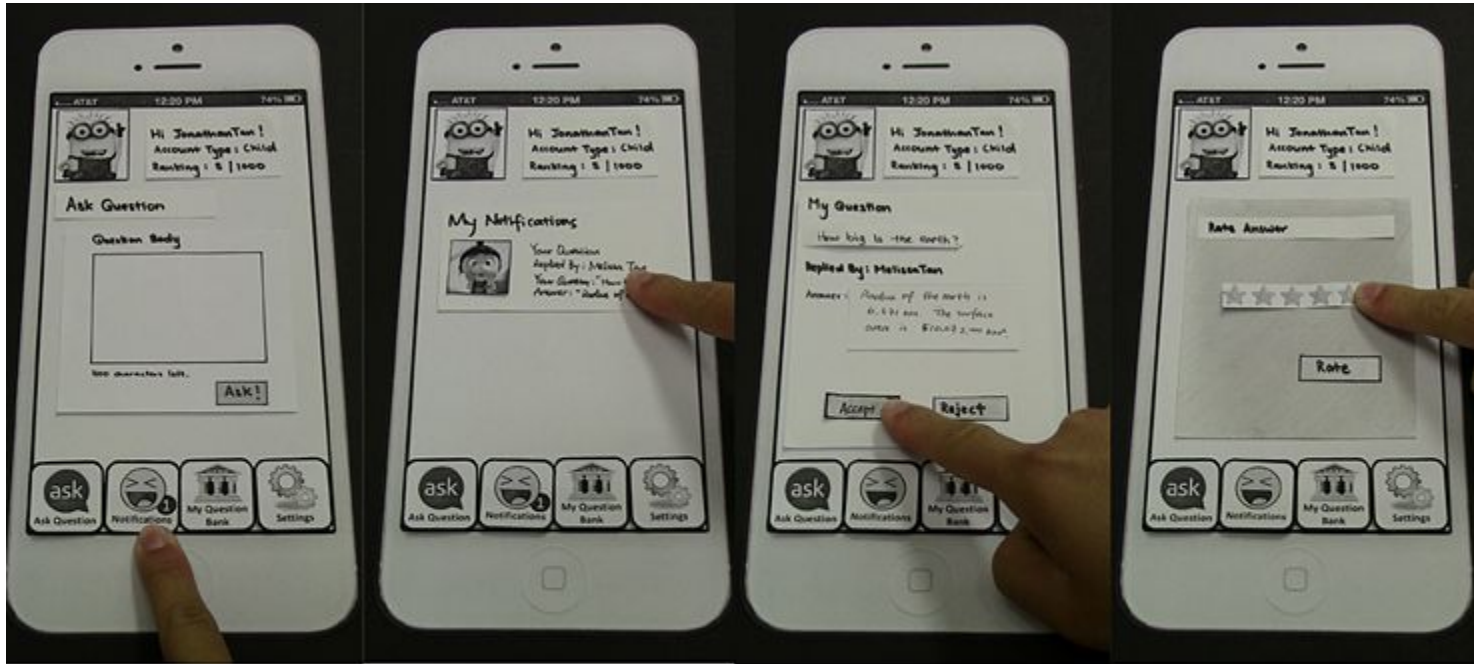
different actions



2: Horizontal Prototype: Wireframes & 'Screens'



3: Vertical Prototype: Wireframes & 'Screens'



5. One new notification comes in. "Jonathan"

6. Click on the notification instance

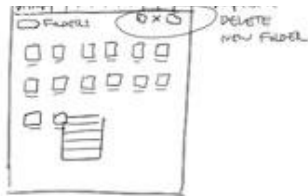
7. His question has been answered by "Melissa Tan"

8. He then rates the answer with 5 stars

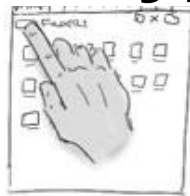
4: User Experience Prototype: Storyboards



OPEN FOLDER
(TOUCH/DOUBLE CLICK)



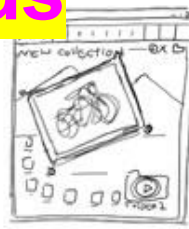
TAG/RATE PHOTOS
(RT CLICK TO ACCESS
FILE ATTRIBUTES?)



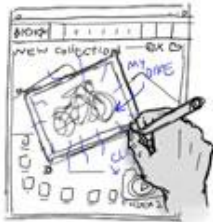
BACK OUT TO MAIN
COLLECTION SCREEN



RT CLICK TO CREATE
SLIDESHOW FROM FOLDER



FOLDER ICON CHANGES
(HOW TO ACCESS SLIDESHOW
SETTINGS?) - RT click?



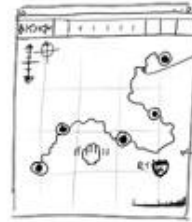
ANNOTATE MAIN
PAGE OF COLLECTION



ANNOTATED COLLECTION



RT CLICK ON GPS
DATA - OPEN ON MAP



PAN + ZOOM TO ADJUST
MAP.

