

Session #8: Advanced Prototyping



Difference between wireframe and prototype



Levels of Prototype

- Level I
- wireframe diagrams that sit alongside each other to show how the main screens of a product will work.
- Example



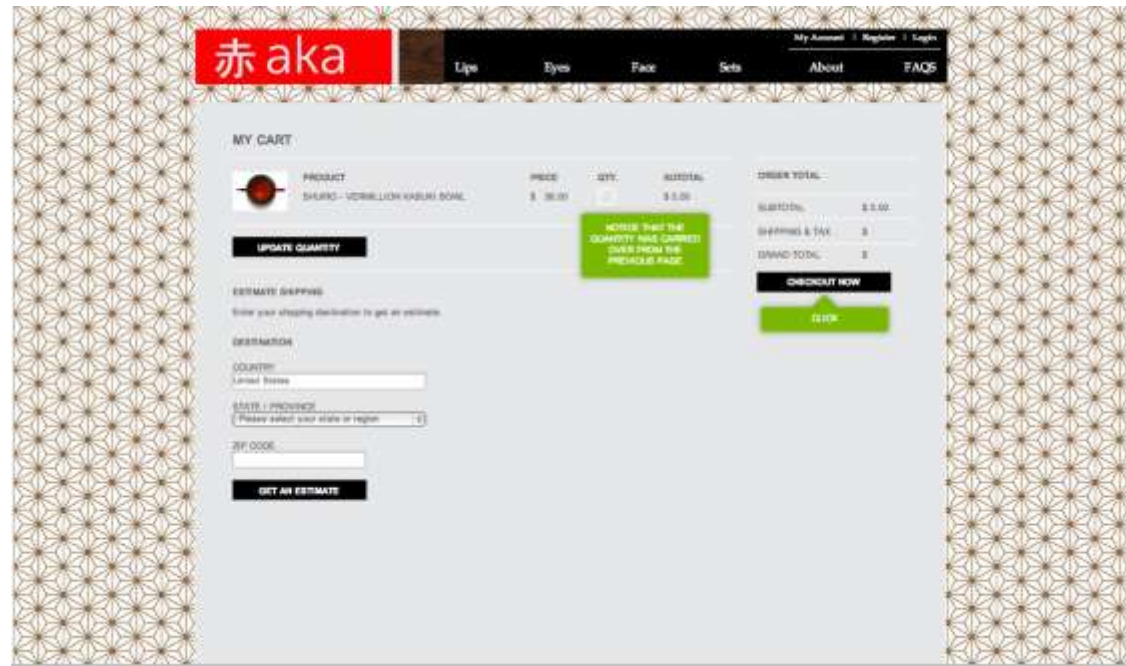
Level II

- Consists of static image files that include links to other static images, which very roughly approximate the navigation of a system.
- Example



Level III

- A fully interactive interface that responds to a test user's input.
- Example



Prototypes should be...

- Inexpensive
- Easily Changeable
- Iterative

Key Advantages

- Prototypes have the ability to be tested, generate feedback, have changes made, and be tested again, without the need to spend time re-programming expensively developed code or re-writing detailed functional specifications.

More advantages...

- The system can be tested by designers and developers, and by clients, and it's easy to share feedback among the entire development team this way
- Can be tested with actual users

Some prototyping tools

- What to look for:
- Draggable good looking assets
- Sharable: one link for all
- Feedback Area

Lumzy



Axure



iPlotz

- Similar to axurebut excellent ability to share with team members and clients
- [Click here to see video tour](#)
- May look “wireframey”, but remember you can use imagery to make it an interactive mockup

Jetstrap/Codiqa



Summary...

- Interactive Prototypes Due at the end of week 9.
- We will test and your implementation of our suggestions (if they are smart suggestions) will perfect your final project due in week 10
- Remember to utilize suggestions with temperance. They are just suggestions.