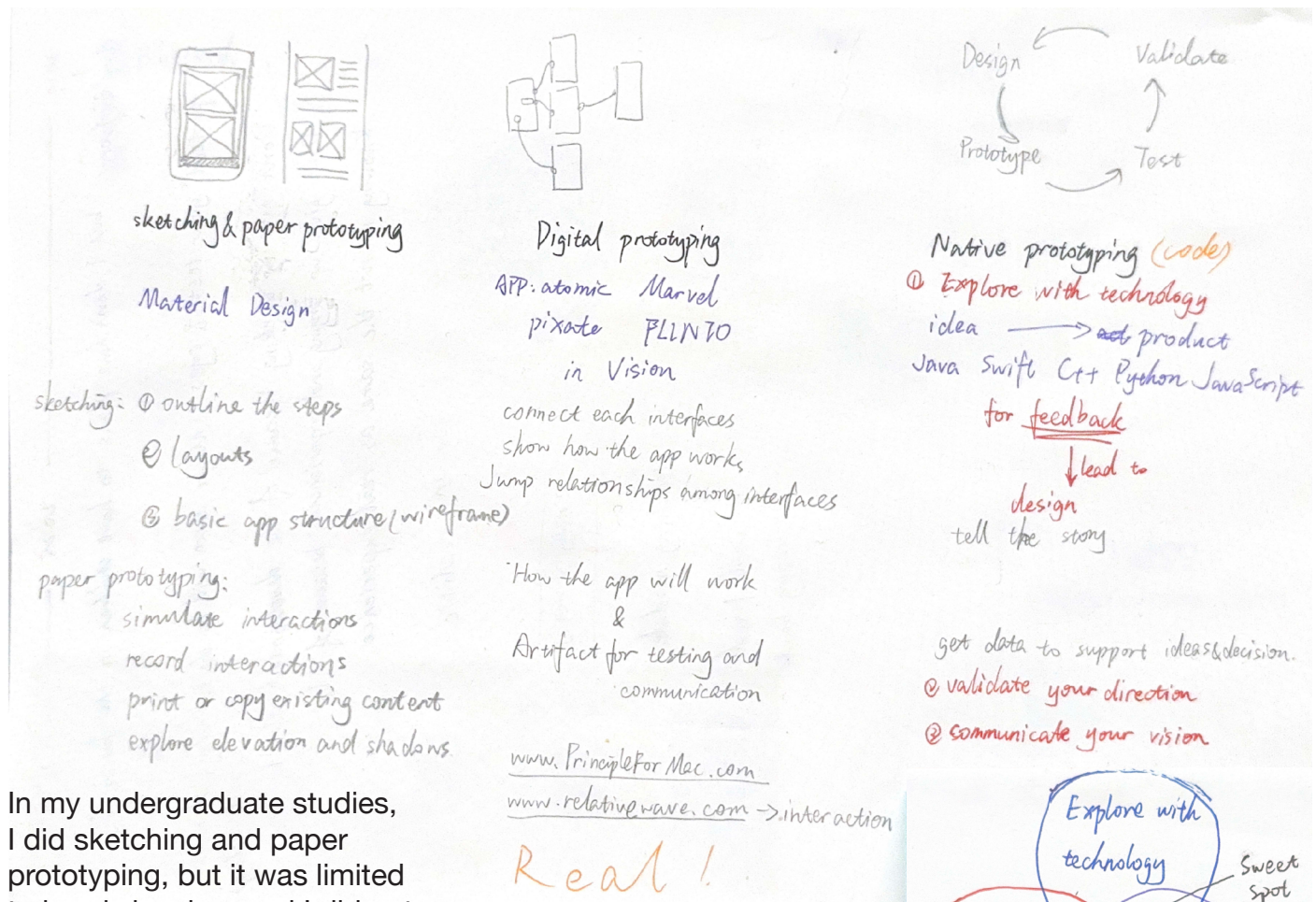


04-PROTOTYPING

Notes

These video systematically demonstrates the complete process of web design by dividing prototyping into three stages: sketching & paper prototyping, digital prototyping, and native prototyping. Each stage plays a different role in the design process, corresponding to exploration, experimentation and verification.

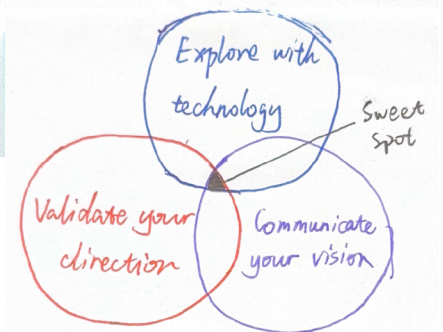


In my undergraduate studies, I did sketching and paper prototyping, but it was limited to hand-drawing, and I did not try to show interaction through folding and collage paper. At that time, I didn't understand the role of this step, because I thought it would be more efficient and direct to arrange it directly on a computer. Therefore, this step is relatively sloppy.

Through this video, I realized the possibilities and importance of this step. Sketching and paper prototyping not only draws the frame of the page, but also simulates interaction by folding, cutting, etc. Simulated interaction needs to take into account the code operation corresponding to vision and other running logic.

In undergraduate learning, digital prototyping is the final output method of software design course, and the process is not very smooth. A problem arose during the design process where the running logic of a button to switch interfaces did not match the running logic of the code. More like "fantasy" at the time, without taking into account how subsequent code makes the idea work reasonably.

Native prototyping is a step that I haven't been exposed to before to turn an idea into a product. This step builds a bridge between the designer's ideas and the user's use. Presenting ideas to the public through code, the public's experience is a test of the rationality of design. Let ideas stop being "fantasy".



Phased prototyping not only helps to develop the design concept incrementally, but also enables early detection of issues and timely adjustments, improving design efficiency and reducing unnecessary rework.

This process also made me realize that web design is not just a visual work. Designers need to consider the feasibility of the design at the same time. This requires designers to have a basic understanding of programming and interaction logic, such as whether interaction patterns can be implemented and whether the target user can quickly identify and understand the affordance in the web page.

In specific practice, sketching & paper prototyping helps to establish an overall visual and structural framework; digital prototyping is used to sort out the relationships between pages and interactive elements; Native prototyping is used to test, evaluate, and improve the design. This process from abstract to concrete has helped me move forward with design decisions more rationally.

In addition, this mindset can also be transferred to other design areas. For example, in book design, the design of layout, font, font size, and line spacing has a similar purpose to interactive design in web pages, both to help readers or users obtain information more clearly and efficiently. This cross-media understanding further deepened my understanding of the nature of design.

Useful Resource

LINK: <https://youtu.be/DGn7BcFGigc?si=UTu73nEYXUXv75W5>

This video introduces the application process of prototyping in actual business projects, how to use it and its importance, and introduce the two tools for implementing interaction, Objective-C and Core Animation.

- Compared with the previous video, the focus and purpose of prototyping are introduced more clearly.
 1. Sketching&paper should focus more on exploring and digging, and then making choices, rather than starting with just an idea.
 2. Secondly, the process of digital prototyping is described in detail and how to achieve interactive effects without using code. More importantly, you don't need to spend too much energy on specific content. These help to have a clearer goal when making prototyping, and not spend too much time on ineffective entanglements and choices, saving time on subsequent user experience updates to the design.
- In addition, this video describes the connection and connection between the three prototypings in more detail. Answers the reasons and ways to change from sketching prototyping to digital prototyping. This helps us to make every step "effective" in prototyping, allowing sketching prototyping to promote digital prototyping, and native prototyping on the basis of digital prototyping. Instead of being an independent individual at every step.
- Experience in a variable environment. I think this is an important point that was not mentioned in the previous video, and the experience of interaction design needs to take into account the impact of environmental changes on the user experience. For example, the difference between day and night use.
- This video provides a more detailed look at how prototyping connects to user experience, helping to understand how to get improvement directions from the UX reviews you get and how to modify your design in that direction.