Overview

Tell a story
Make it tangible

Prototype
Why Prototype?

Prototypes help to validate the value of new ideas and test initial assumptions. Prototypes can also help to convince others and yourself.

Benefits:
Low resource and time investment
Faster feedback and a participatory approach
Early Validation in the development life-cycle
Fidelity v. Resolution

- **Low resolution low fidelity**
- **High resolution low fidelity**
- **High resolution high fidelity**

source: [5]
High Fidelity

Low Fidelity

Open Discussion  Sharp Opinions
Prompting Required  Self Explanatory
Quick and Dirty  Deliberate and Refined
Early Validation  Concrete Ideas

source: [5]
Low Resolution

- Less Details
- Focus on core interactions
- Quick and Dirty
- Early Validation

High Resolution

- More Details
- Focus on the whole
- Deliberate and Refined
- Concrete Ideas

source: [5]
"Just Enough Prototyping"

Understand your audience and choose the right level of resolution and fidelity.

Judge the time and resources available.

Go for the easiest and simplest track, don’t overdo you prototype for a given context.
Selected Concept

Equipment ?  Experience

Time Investment ?
Technical Skills ?
Cost ?
Simplicity ?

Core Function ?
Intro & Pre-Knowledge ?
Industrial Design ?
Interaction Design ?
Tutorials

Physical Computing Intro
https://itp.nyu.edu/physcomp/

Arduino Tutorials

Physical Computing w. Raspberry PI

Adafruit Hacking Tutorials
https://learn.adafruit.com/

Keyboard Hacking Tutorials
References: