



Evaluate Options | **Prototyping Tool**

Developing an early version of a product to convey the look (form-appearance) and feel (function-behavior); can be static or dynamic in nature but is typically built quickly.

WHEN

Prototyping generally takes place in the early-to-middle phase of a project, when the initial requirements and user needs have been documented but not fully validated. Prototyping can also be done in the late-middle phase, when performance requirements are well established but the form feature definition is still immature

WHY

Use a prototype to learn early in the process whether requirements are being met and to directly evaluate user interaction with a product to shape future design directions. Prototypes help developers:

- Visualize requirements.
- Evaluate design concepts.
- Gather user and stakeholder inputs.
- Observe user interaction.
- Determine feasibility.
- Make and prioritize design decisions.

HOW

STEP 1: Identify a concept or idea.

STEP 2: Depending on the type of prototype (e.g., digital, hardware, paper), gather the necessary materials or resources.

STEP 3: Identify use cases or scenarios; focus on just a few tasks to start.

STEP 4: Begin building or coding the concept, including as much functionality is necessary for your use cases.

STEP 5: Share the prototype with stakeholders, end-users, and others to gather inputs on whether requirements are being met or need improvements.

STEP 6: Iterate until you have a minimum viable product.

