A Prototype is an instantiation of a design hypothesis. A means to communicate ideas and intent. A vehicle for evaluating design ideas.
Prototyping Tips

1. Make it concrete
2. Make small investments
3. Get desired feedback
4. Iterate, iterate, iterate
5. Share multiple
6. Get the design right
Prototyping Exercise

2 minutes to brainstorm at least five ideas, then pick one.
5 minutes to prototype the design using pen and paper.
60 seconds to demo it for another team.
Prototyping Exercise 1

Social TV: watching television while connected to your friends or everyone else on the web
Prototyping Exercise 2

Shadowboxing in line at a theme park
P4 Prototyping

Consider multiple alternatives. Start with rapid methods then move towards higher fidelity.

For each instance, ask: what am I trying to learn and/or communicate with this prototype?

To what degree are you exploring the role, look & feel or implementation of your design?

In class next Thurs, 2/14: Wizard of Oz testing