The Art of Rapid Prototyping

Building Useful Prototypes

Ben Salinas

@bensalinas

Involution Studios

@goinvo

Download these slides at tinyurl.com/PrototypeMore

Prototypes

"A prototype is an early sample or model built to test a concept or process or to act as a thing to be replicated or learned from."

-Wikipedia

Rapid Prototypes

A"Just Good Enough" representation of a design that answers a specific question.

Rapid Prototypes

Mitigate Risk Make Informed Decisions Gather High-Fidelity Feedback

Four Principles

Know Your Goal
Use the Right Tools
Do Just Enough
Lather, Rinse, Repeat

Know Your Goal

Define what you are trying to test.

Razor sharp precision.

Use The Right Tools

Choose the tools with the least overhead to start and the most flexibility for iteration

Do Just Enough

Cut Corners Always

Ask"What value does this add to my goal"

Lather, Rinse, Repeat

Throw It Away!

Lather, Rinse, Repeat

Goal of Prototype is Improved Design

Different design

=

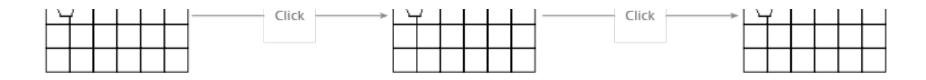
Different Code Architecture

Lather, Rinse, Repeat

Prototype Early, Prototype Often

My Typical Tools

HTML5 for Layout
Javascript for Interaction
CSS3 for Basic Styling
Static images for anything complex



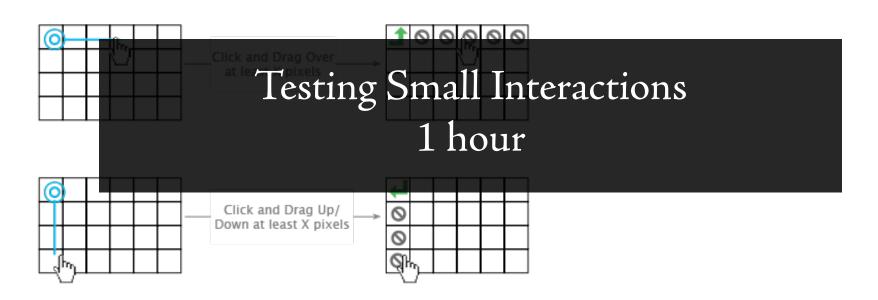
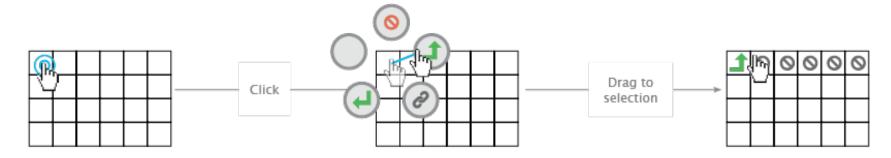


TABLE INTERACTION - CLICK AND SELECT





Slow breathing animation to make the drag interaction more discoverable

Goal

Is it an awkward interaction in a desktop?

Answer

No.

What's Good

Quick access to tools Long click is discoverable

What's Bad

Obtrusive if the interaction is triggered by accident

Know Your Goal

Is it an awkward interaction in a desktop?

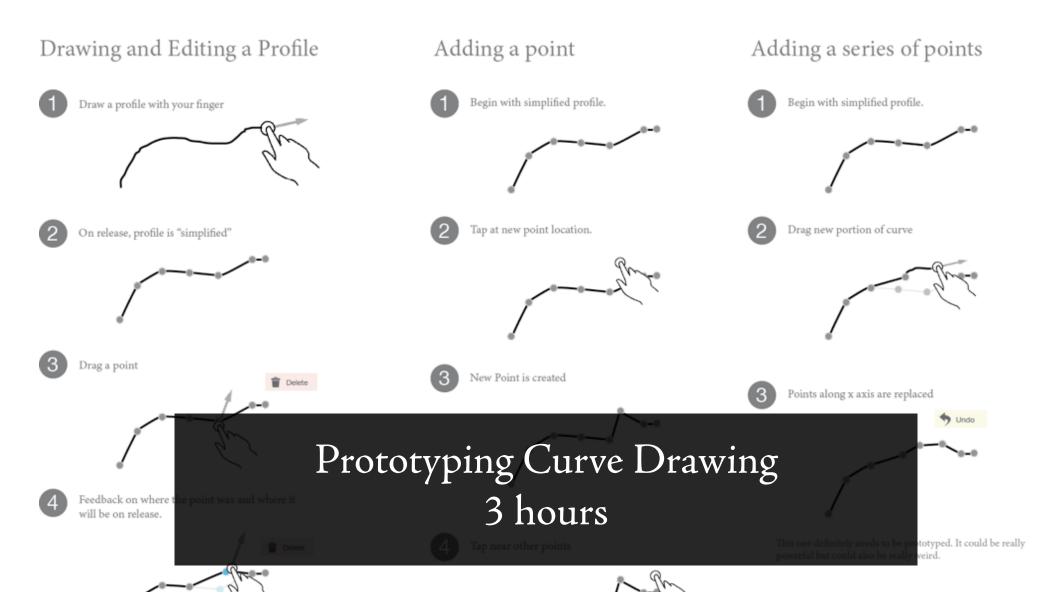
Use the Right Tools
Basic HTML/JS/CSS
Images for anything complex

Do Just Enough
No focus on styling or context

Lather, Rinse, Repeat
Tested alternative interactions

Luminaire Coffee 26.May.2013

Profile Creation and Editing on Touch Devices



Goal

Is it weird to edit curves in a different way than I drew?

Answer

Not really.

What's Good

The simplification of curves makes it much easier to edit. Drawing with my finger is fun.

What's Bad

When I click near a point, I want it to be replaced. The "trash" area needs to be wide and central.

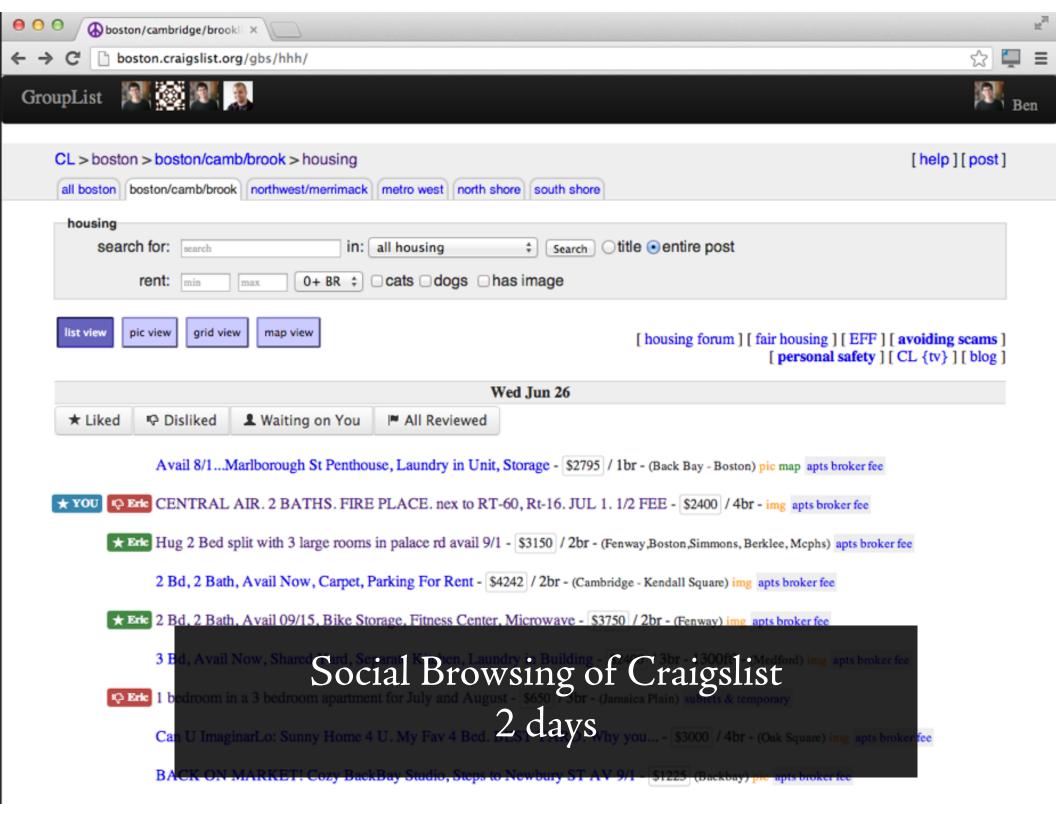
Know Your Goal

Is it weird to edit curves in a different way than I drew?

Use the Right Tools
HTML/JS/CSS. Not native Objective C.
Adapted an example from PaperJS library

Do Just Enough
No focus on styling or context

Lather, Rinse, Repeat Built v2 completely from scratch



Goal

Does Social Craigslist browsing simplify the apartment hunting process?

Answer

Kind of, but not unless I control Craigslist.

What's Good

Data curation lets me quickly identify what's important

What's Bad

Data curation is not visible after ~1 hour Need complete control of the process to go forward

Know Your Goal

Does Social Craigslist browsing simplify the apartment hunting process?

Use the Right Tools

Chrome Extension Sinatra (instead of Rails) Bootstrap for styles

Do Just Enough

Most basic set of functionality

Lather, Rinse, Repeat Take only insights.

Brewing Coffee









Proof of Concept Prototype - 2 Days



Goal

Does real time flow rate feedback help a barista? Answer

Yes.

What's Good

Form Factor

What's Bad

Data Quality
Data Presentation

Data Viz Prototype - 2 Weeks



Goal

Does workflow with graph + recording profiles fit the workflow?

Answer

Yes.

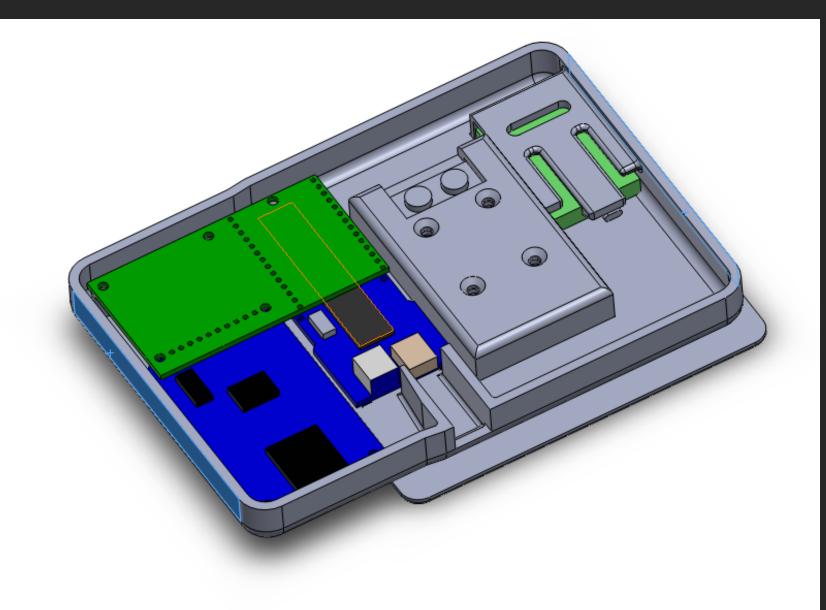


What's Good

Data Presentation High Resolution Graphs

What's Bad

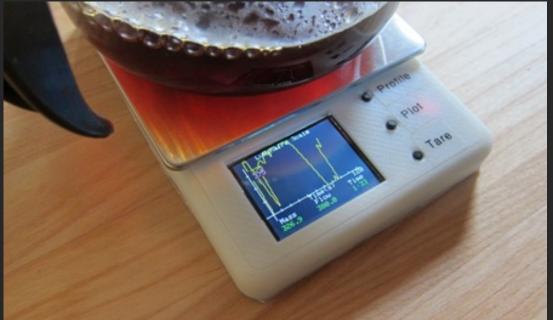
Data Quality



annum and summing summ

More Complete Prototype - 2 Months





Goal

Does this fit into a coffee shop workflow?

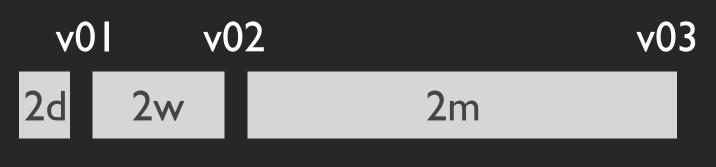
What's Good

Compact Form Factor Dedicated Device Battery Powered

What's Bad

No Profile Editing Small Screen

With Prototypes



3 Months Total

Without Prototypes

Timeline >6 Months Resulting Product Would Be Worse

Four Principles

Know Your Goal
Use the Right Tools
Do Just Enough
Lather, Rinse, Repeat

Why Use Rapid Prototypes

High Fidelity Feedback

Some decisions can't be made without experiencing the design.

Make the right decisions at the right time.

Mitigate Risk

Your Design Will Live in Code

If you wait until the build phase, it will be too late to fix.

Complete The Design

You will make design decisions while prototyping

You want to be around to make them

Questions/Comments: ben@goinvo.com

Thanks to:

Eric Benoit, Juhan Sonin, Involution Studios

Download slides at tinyurl.com/PrototypeMore