

### **The Importance of Prototyping your Designs** – *Daniel Bramhall*

This article explained why beginning almost any design project with prototyping is vital. Prototyping is a way of taking a preliminary version of a design and developing other forms from it. Doing this can provide the designer with some insight of which version is the correct fit for the project. Therefore, prototyping can be applied to web projects, software development or graphic design purposes – in turn saving time during development.

There are various categorizations of prototyping, but the article focused on the main five: conceptual, feasibility, horizontal, vertical and storyboarding. The first, conceptual prototyping, allows the designer to analyze the different approaches he or she can take in their design. Feasibility builds on conceptual prototyping, determining how practical a variety of different solutions are. This could involve the budgeting and timing constraints of a project. Horizontal prototyping identifies the key components of a project along with what kind of features are needed to implement them. Differently, vertical prototyping is a way of testing the key components identified. Lastly, storyboarding distinguishes how the project should be presented to the user. This entails the structure and layout of the site – the navigational menu specifically.

The article goes on to say that writing preliminary code is useful during prototyping to test and idea or approach. It recommends using jsFiddle, which is a tool I just discovered recently. Before then, I was hooked on CodePen – finding inspiration to output internal goals within my projects.

### **Building Clickthrough Prototypes to Support Participatory Design** – *Svetlin Denkov*

This article discussed how to create a clickthrough prototype in the application Prototyping on Paper (POP). The key is to begin with wireframes and sketches. In a general sense, wireframes are ineffective at capturing dynamic elements such as flow, interaction and animation. However, producing sketches can easily be transformed into an organized clickthrough prototype.

A clickthrough prototype links sketches together to mimic the flow that a user would experience. The “link” between screens is called a hotspot: an area that acts as a user’s click or tap, in turn redirecting the user to the target screen. With POP’s ease of use and minimal learning curve, clickthrough prototypes can be built quickly and effectively. Having a tool that makes creating prototypes simple is something every designer should take advantage of. The pros outweigh the cons; spending the time to make prototypes before starting a project can prevent havoc in the long run.