DMS Senior Capstone

# Prototyping

This learning activity is completed in class.

**Introduction:** Refresh your memory from class by reading this: <https://courses.edx.org/c4x/DelftX/DDA691x/asset/DDG_InteractionPrototyping.pdf>

and check out the slide deck if you need to.

**STEP 1: Sketch**. Make a quick scenario sketch – a Storyboard – of expected future interactions.

**STEP 2: Create an interaction prototype,** a rough and simple version of the design aspects you wish to explore. You can accomplish that by:

**Designing the prototype.** Canva is a great place to start for designing the look of your prototype.

<https://www.canva.com/>

**Designing the interaction with the Prototype**: Figma is generally the go-to. Try out these tutorials if it is new to you:

**Basic functioning:**

<https://www.figma.com/file/YjaNULwLD16DLeNdgyX6RG/Figma-Basics?node-id=0%3A286>

**Prototyping:**

<https://www.figma.com/file/KzvfCDWTm0J0TBI6sCxxL0/Prototyping-in-Figma?node-id=0%3A1>

**Wireframing:**

<https://www.figma.com/file/3Xo9jYuyCZCy2dsxEN366K/Wireframing-in-Figma>

Miro: They have templates too ([https://miro.com/app/board/o9J\_lkQhLTQ=/](https://miro.com/app/board/o9J_lkQhLTQ%3D/)) or design your own!

**STEP 3: Testing.** Users or actors use the prototype and act out the interactions as if using a final design. Tweak the prototype. Repeat the process until you are satisfied and ready to resume developing the concept. During this step: • Focus on the user’s behavior, not words. • Make sure that observers are recording the interactions.

Over break you’ll take the prototype and test it on more people. The you will Tweak the prototype. Repeat the process.

**12.2 Step 4: Evaluate.** Included in your NEXT report. Evaluate the experienced interaction qualities you saw when the prototype was used. An example of an interaction quality is ‘the user interacts with the product gracefully’.