
User Centered Design and Prototyping

Why user-centered design is important
Prototyping and user centered design
Prototyping methods

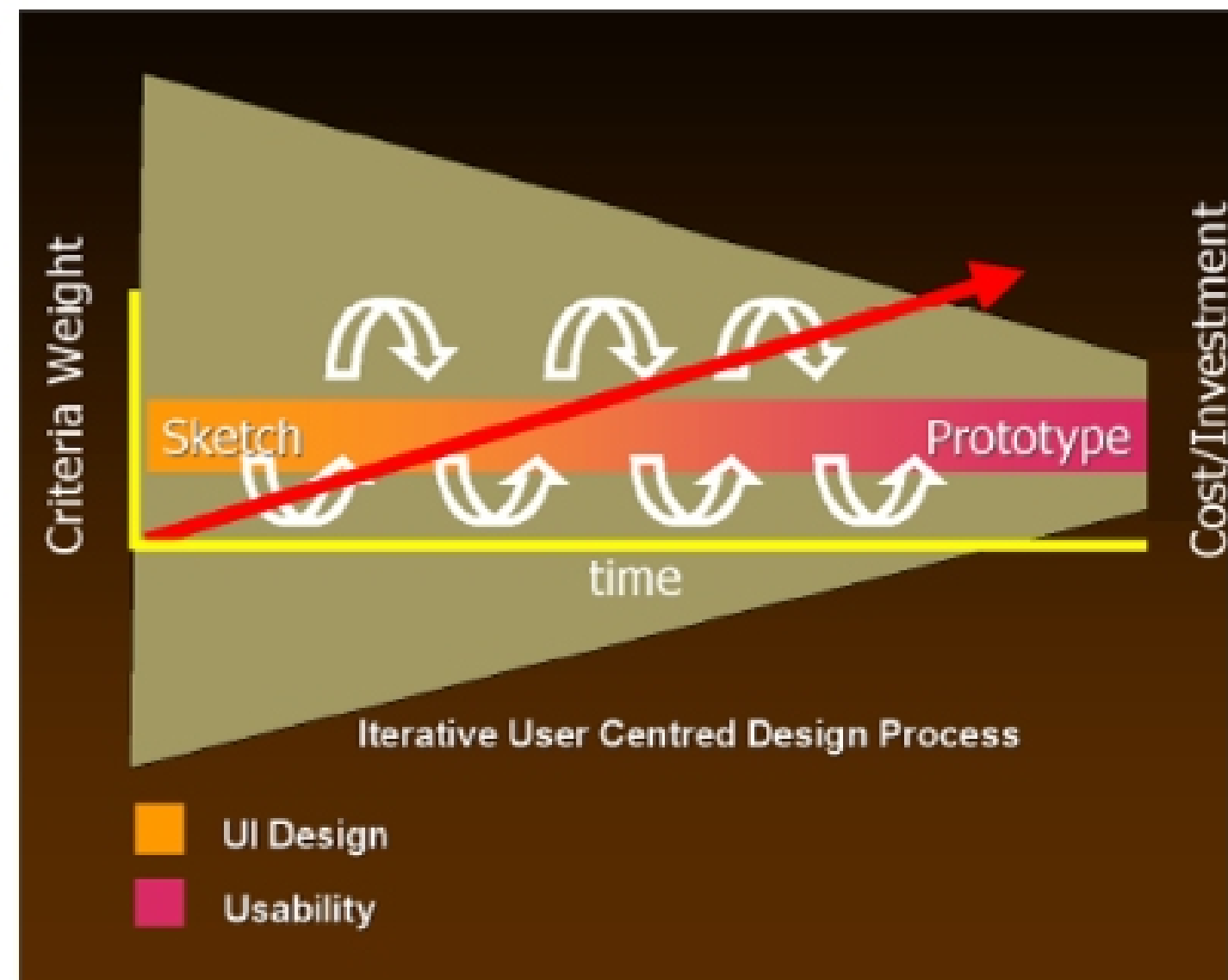
Sketching and Prototyping

Sketches / low / medium / high fidelity prototypes

- as investment in design increases (red arrow), so does the formality of the criteria whereby concepts are reviewed or accepted

From design to evaluation

- similarly, interface design (idea generation) progresses to usability testing (idea debugging and refinement)



Sketching and Prototyping

Early design

Brainstorm different representations
Choose a representation
Rough out interface style

Sketches & low fidelity paper prototypes

Task centered walkthrough and redesign

Medium fidelity prototypes

Fine tune interface, screen design
Heuristic evaluation and redesign
Usability testing and redesign

High fidelity prototypes

Limited field testing

Working systems

Alpha/Beta tests

Late design