

# «Lo-fidelity» Prototyping

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SECTION 1

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# Theory of «Lo-fidelity» Prototyping

# Theory of «Lo-fidelity» Prototyping

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## Why Prototypes?

### **Different goals – evaluation of...**

- ◆ Completeness of feature set
- ◆ Usability
- ◆ Acceptance (users or sponsor)
- ◆ Technical feasibility
- ◆ ...

# Theory of «Lo-fidelity» Prototyping

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## Target Groups of a Prototype

- ◆ Interaction Designer himself
  - Goal: check of design ideas / «reflection-in-action»
  - Focus: concepts, structure, feasibility
- ◆ Project Team
  - Goal: check and demonstration of ideas etc. in the group
  - Focus: explaining of ideas and concepts
- ◆ User
  - Goal: evaluation of requirements, usability testing
  - Focus: functionality, interaction with functionality
- ◆ Sponsor / Management
  - Goal: persuasion, demonstration of work progress etc.
  - Focus: functionality, look

# Theory of «Lo-fidelity» Prototyping

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## The Five Dimensions of a Prototype

**Is it enough to characterize prototypes as "Lo-fi" and "Hi-fi"?**

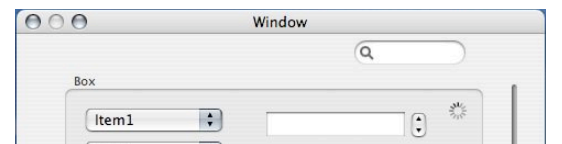
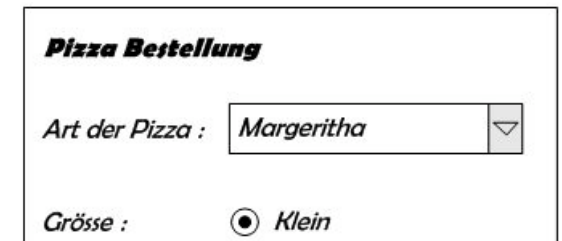
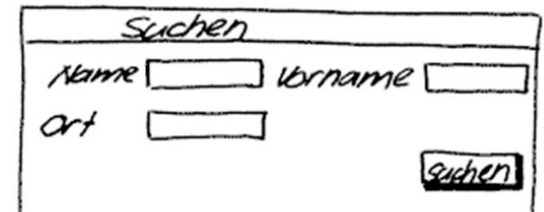
**No, there are five useful dimensions:**

- ◆ Level of Visual Refinement
- ◆ Richness of Interactivity
- ◆ Breadth of Functionality
- ◆ Depth of Functionality
- ◆ Richness of Data Model

# Theory of «Lo-fidelity» Prototyping

## Level of Visual Refinement

- ◆ Sketch with pencil or whiteboard
- ◆ Wireframe
- ◆ Look of target platform
- ◆ Look to the pixel

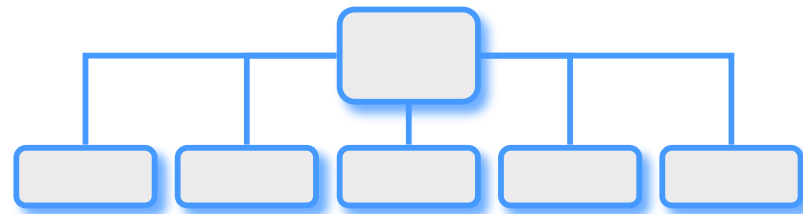


# Theory of «Lo-fidelity» Prototyping

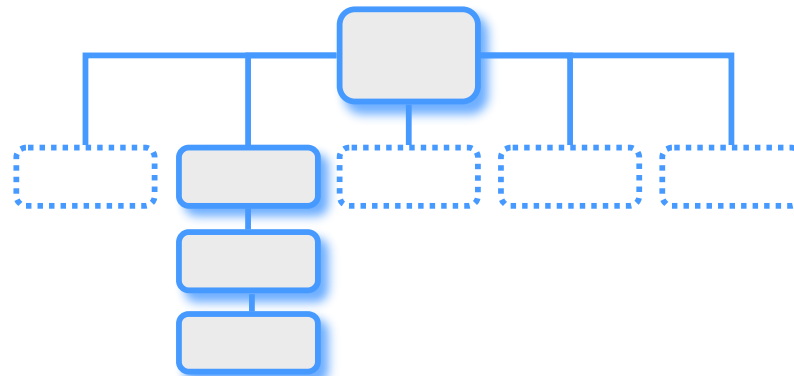
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## Breadth / depth of a Prototype

- ◆ Horizontal

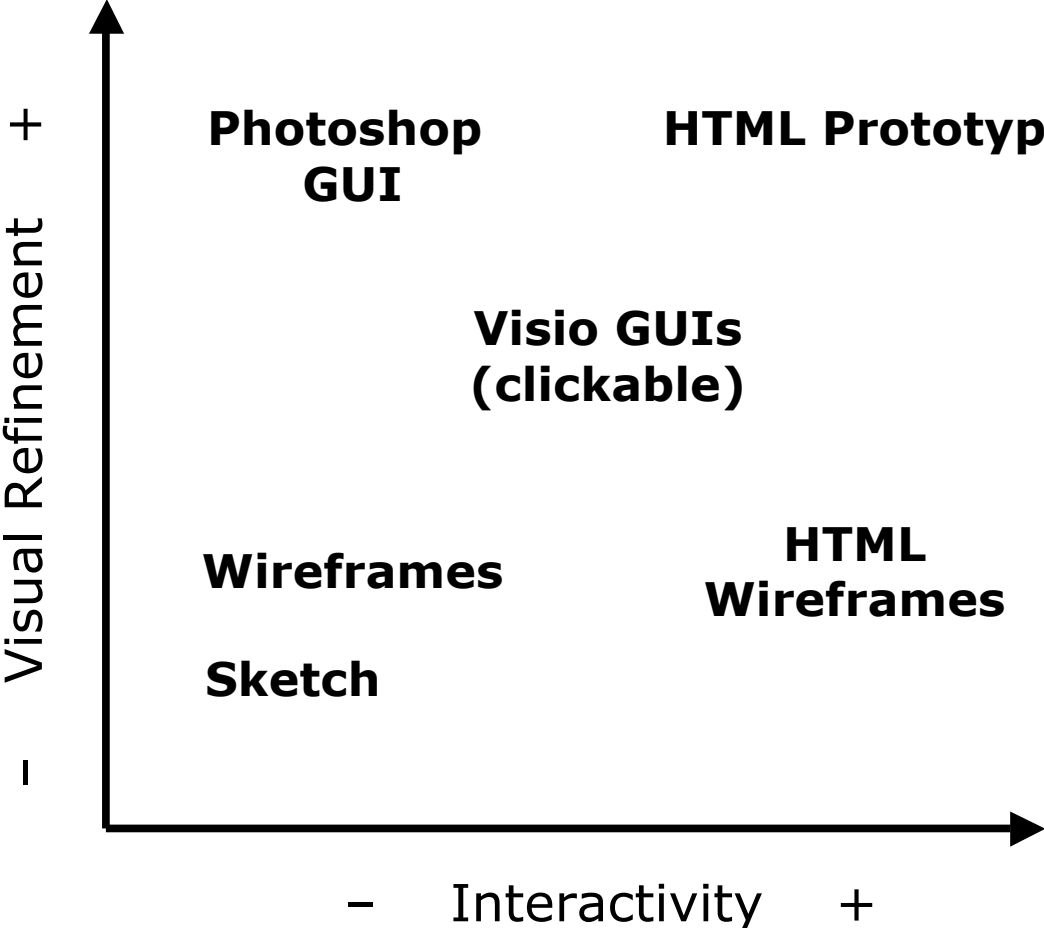


- ◆ Vertical



# Theory of «Lo-fidelity» Prototyping

## Visual Refinement and Interactivity



# Theory of «Lo-fidelity» Prototyping

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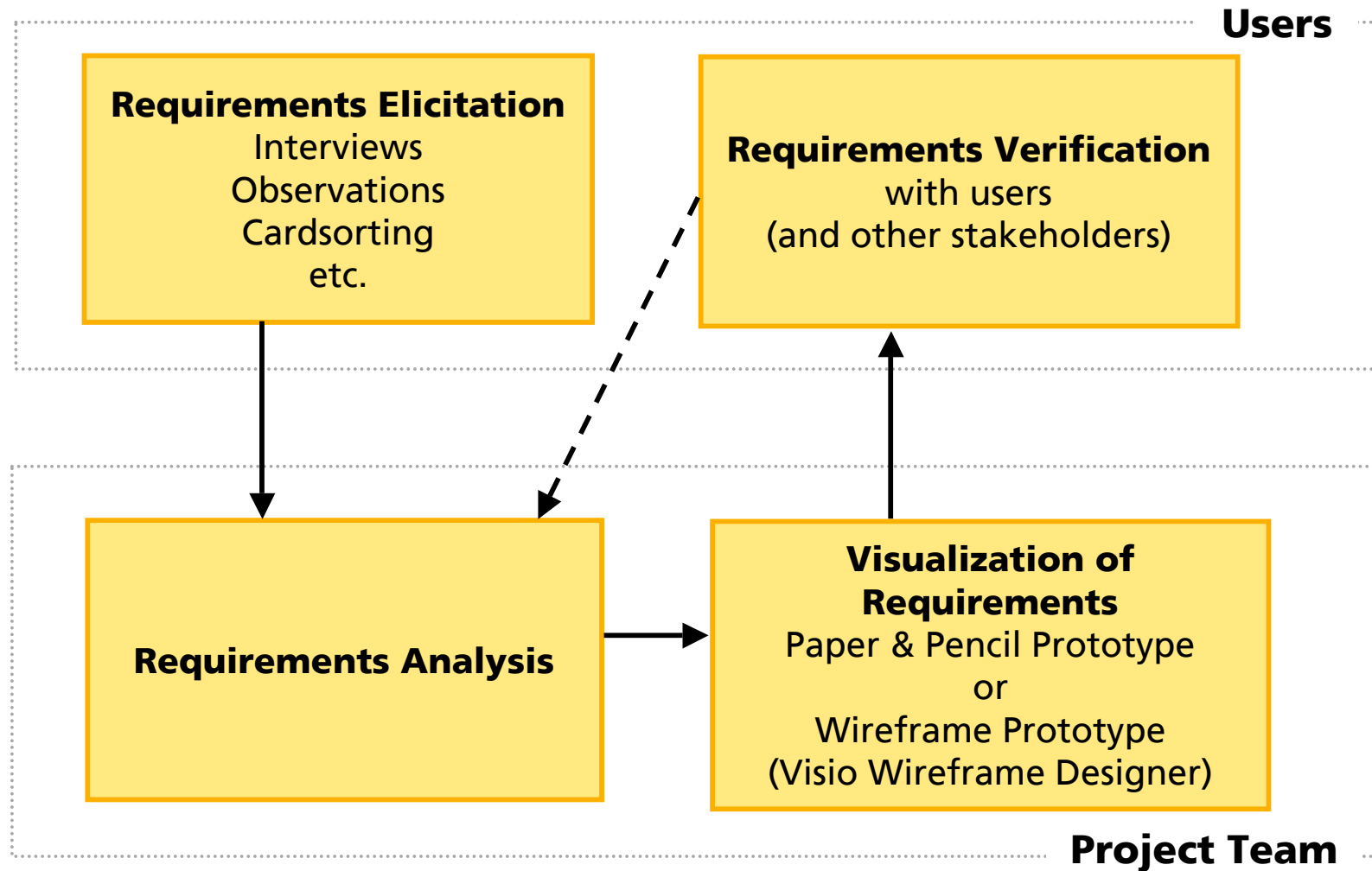
## The use of Prototypes in a Project

### **Prototypes for:**

- ◆ Requirements Development
- ◆ Interaction and User Interface Design

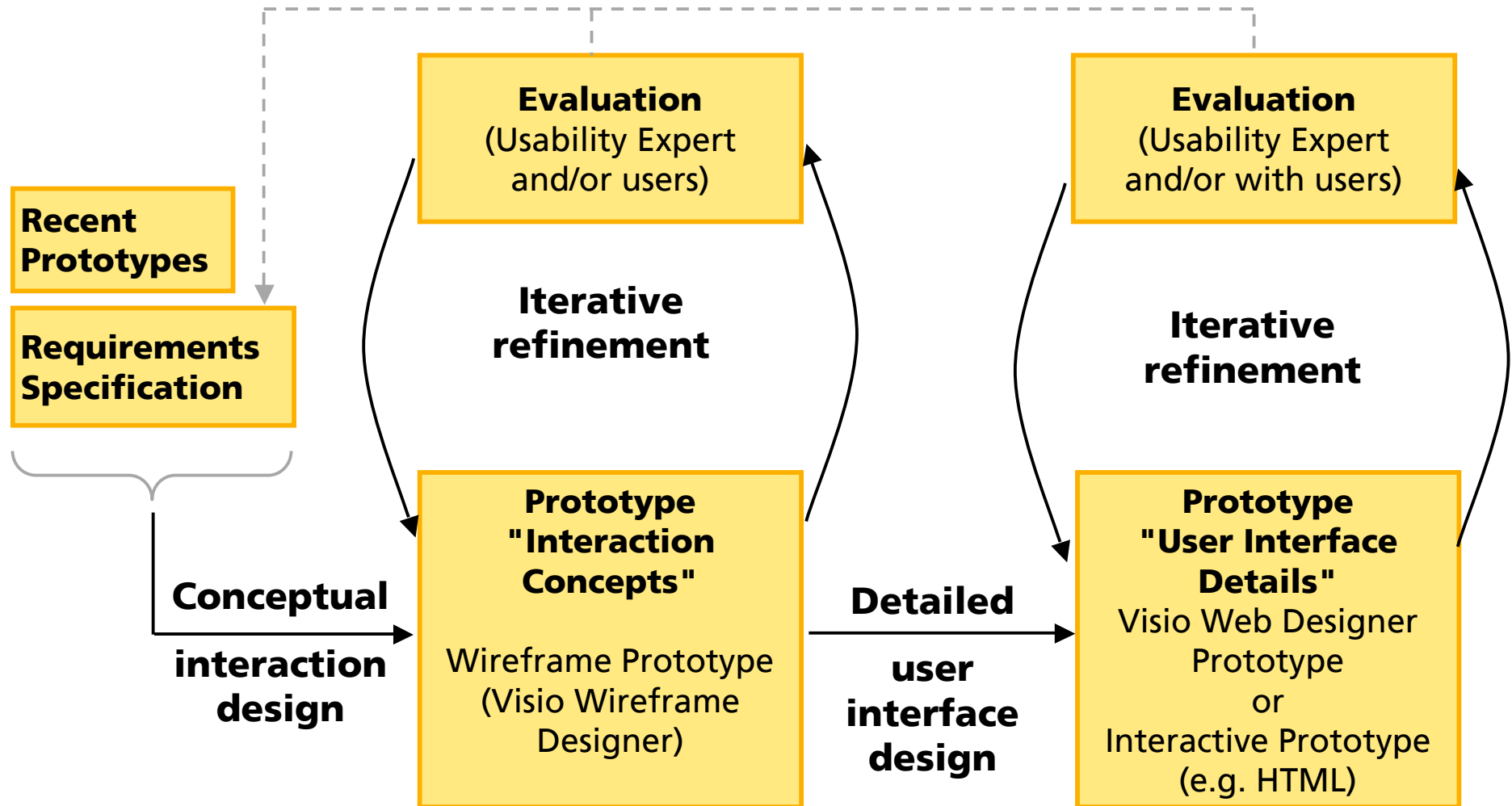
# Theory of «Lo-fidelity» Prototyping

## User Interface Prototypes for Requirements Development



# Theory of «Lo-fidelity» Prototyping

## User Interface Prototypes for User Interface Design





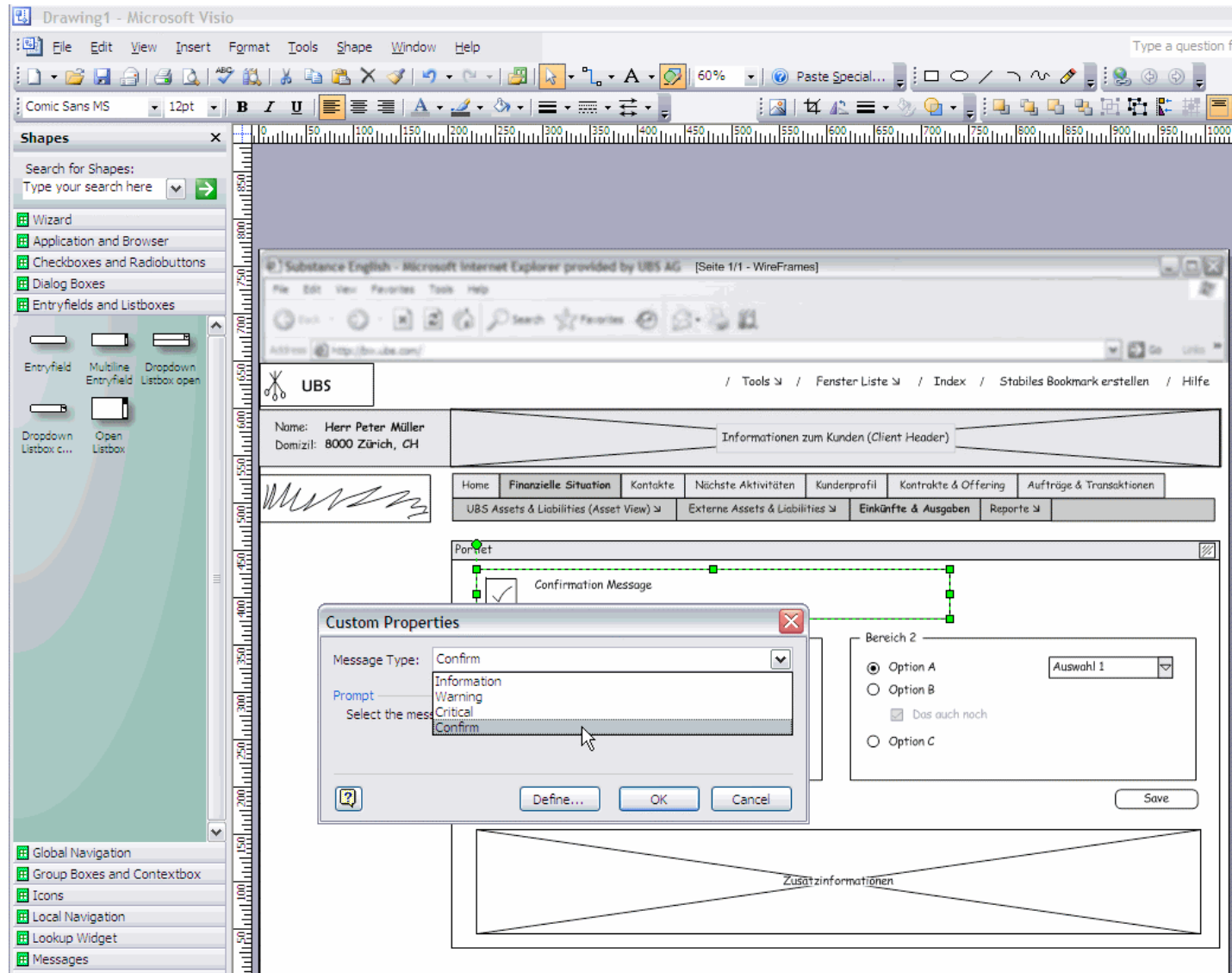
SECTION 2

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# Prototyping Tools

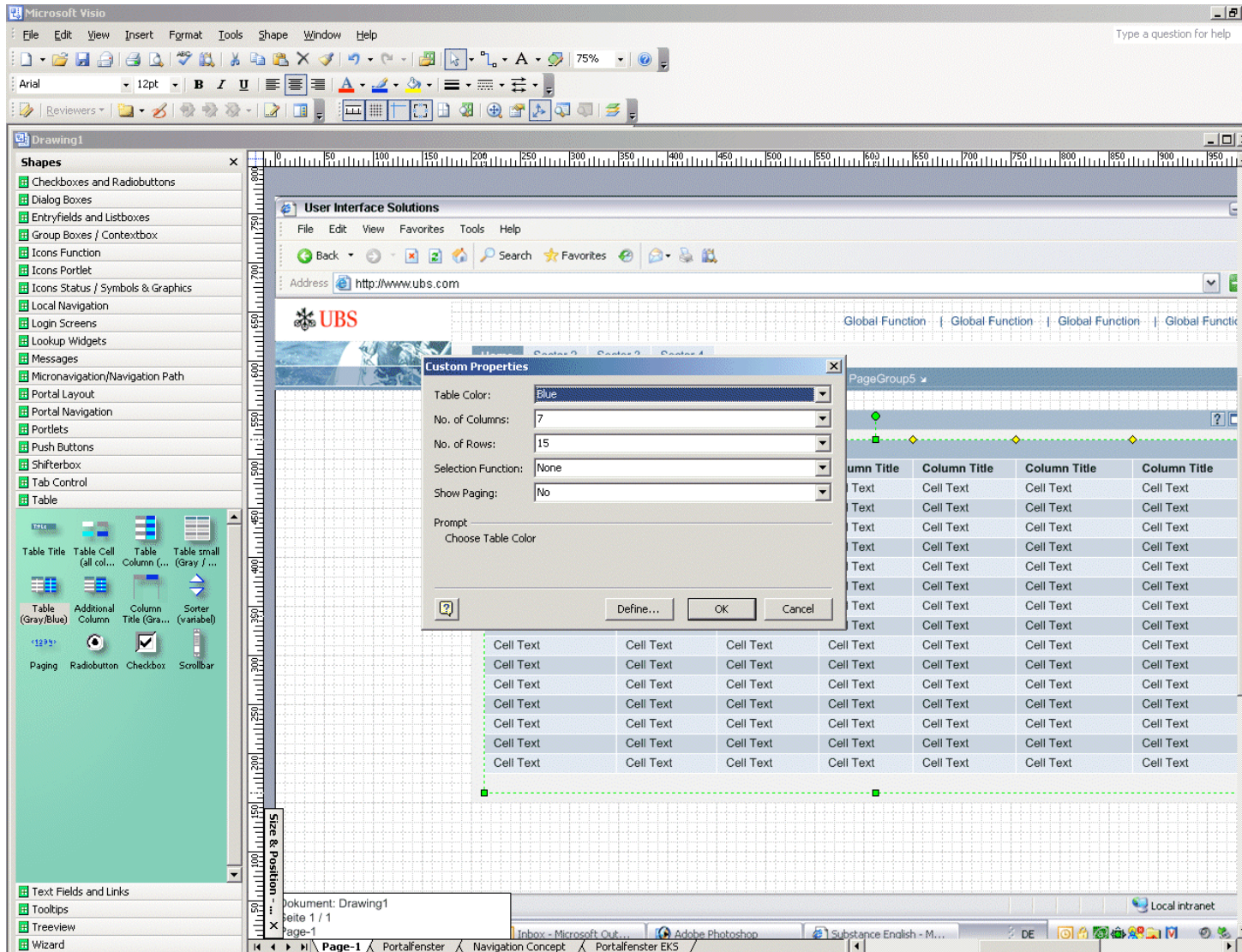
# Prototyping Tools

## Visio Wireframe Designer (UBS internal tool)



# Prototyping Tools

## Visio Web Designer (UBS internal tool)



# Prototyping Tools

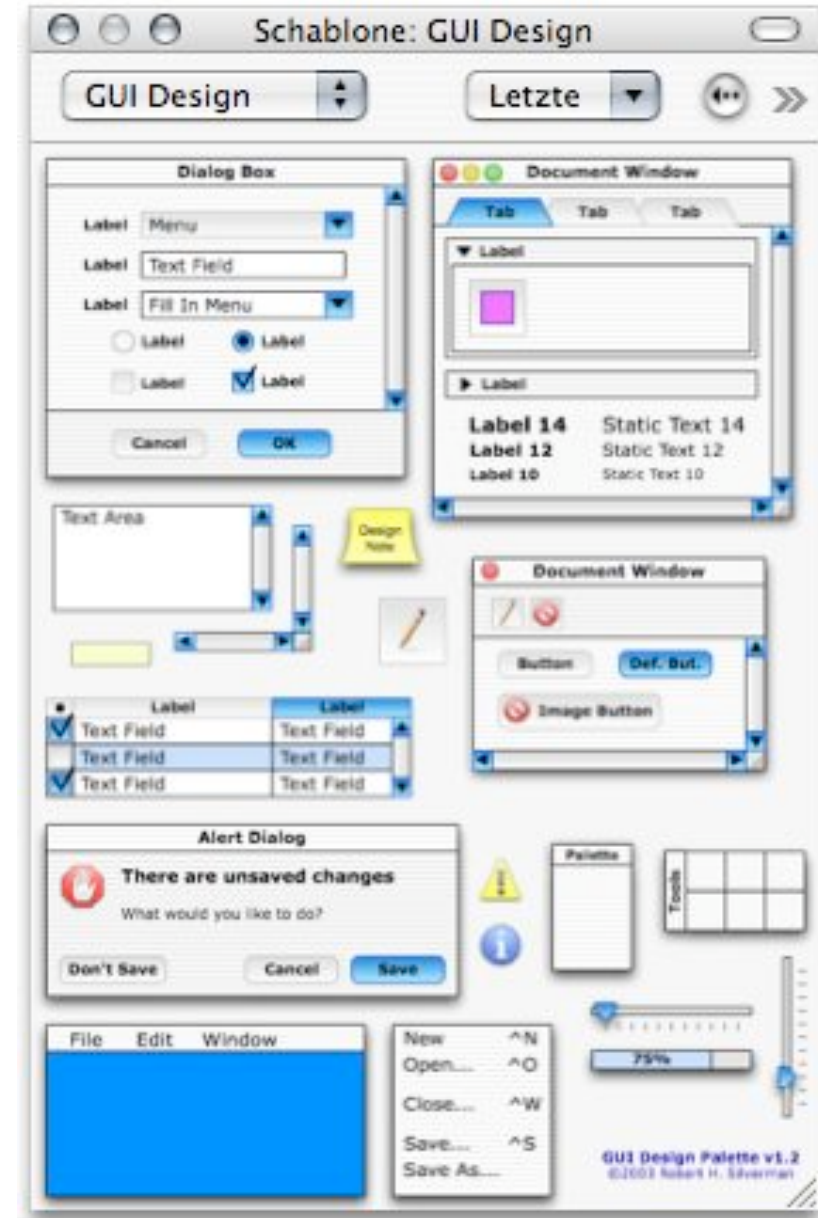
## OmniGraffle Stencil "GUI Design"

Download:

[www.omnigroup.com/applications/omnigraffle/extras/](http://www.omnigroup.com/applications/omnigraffle/extras/)

More for OmniGraffle und Visio:

<http://iainstitute.org/tools>



# Prototyping Tools

## OmniGraffle Stencil “Wireframe Shapes”



Download:

[www.omnigroup.com/applications/omnigraffle/extras/](http://www.omnigroup.com/applications/omnigraffle/extras/)

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# Prototyping Tools

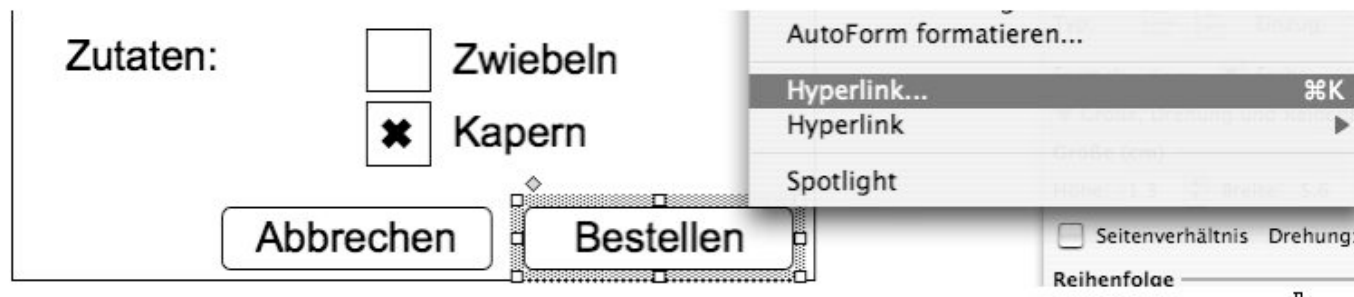
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## Linking of Screens

### Computer Tools:

- ◆ HTML editors (z.B. Dreamweaver)
- ◆ PowerPoint
- ◆ OmniGraffle
- ◆ Visio

«Hyperlink» in PowerPoint:



# Prototyping Tools

## Napkin Look & Feel (plugable Java Look & Feel)

Turn a JavaApplication into a wireframe:

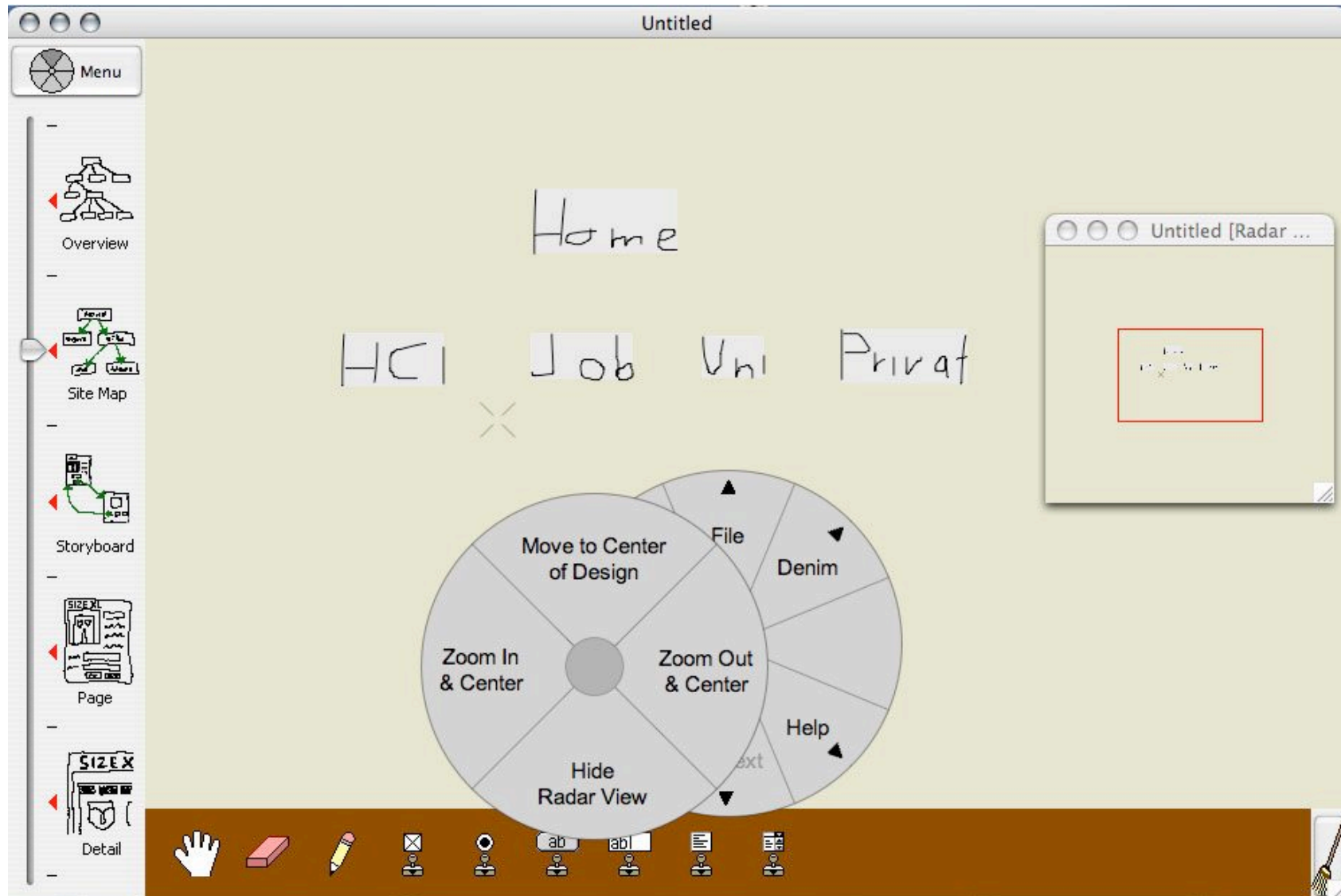


<http://napkinlaf.sourceforge.net>

# Prototyping Tools

## Denim (University of Washington)

<http://dub.washington.edu/denim>



# Prototyping Tools

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## More tools

Some specialized commercial tools for prototyping:

- ◆ iRise:  
[www.irise.com](http://www.irise.com)
- ◆ Axure  
[www.axure.com](http://www.axure.com)



SECTION 3

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## Demo of Tools and Discussion

# Discussion

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## Questions to the Audience

- ◆ What tools do you use for prototyping?
- ◆ Do you have methodological lessons learned to share?

# Contact Information

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