

# Use of Prototypes (Benefits)

- Demonstrating
  - Users
  - Companies
  - Clients
  - Coworkers
- Specification
  - Software developers
- Evaluation / testing
  - Usability testing
  - Inspection methods
- Revision --- trying alternatives
  - Coworkers / collaborators

## Types of prototypes

### Low Fidelity Advantages:

- Quicker / cheaper
- Easier to alter
- Not so emotionally invested --- people are more willing to make changes to low-fi
- Failing fast --- advantages of the quicker design --- get immediate results
- Focus on big picture, interaction, not on the visual design