RRR 04

Response:

1. Rapid Prototyping-Sketching

This step is the most fundamental yet crucial phase, conducted entirely on paper. The tools employed are simply paper, pen and sticky notes. The essence of this stage lies in its deliberate lack of precision, effectively lowering the creative barrier to entry. This allows the team to focus on the application's core processes, structure and functionality, rather than becoming bogged down in perfecting visual design. By simulating programmed interface transitions through the movement of sticky notes, workflows can be rapidly conceptualized and refined. This approach demands high levels of collaboration and inclusivity, enabling all members to engage early in the project. It ensures the team reaches consensus on core concepts, thereby filtering out the most valuable design directions before committing to coding.

2. Rapid Prototyping-Digital

Following the initial validation of paper prototypes, the next step involves creating an interactive digital model. The principles demonstrated in the video using tools such as Keynote remain relevant today, with modern tools like Figma or Adobe XD specifically designed for this purpose. This digital prototype is not composed of actual code; rather, it serves as a 'clickable

visual simulation'. Designers can simulate app navigation by linking different interfaces, enabling testers to perform tasks such as "adding items to the shopping basket" or "sending messages". The core value of this stage lies in its ability to gather genuine feedback on user experience and interface design at minimal cost, thereby identifying and resolving critical design flaws before development commences.

3. Rapid Prototyping-Native

The final stage involves building within the actual platform environment, such as Android Studio or Xcode. At this point, the focus shifts from virtual to practical implementation. The objective is to test the application's real-world performance, transition animations, and platform-specific interactive gestures. The video aims to validate the technical feasibility and assess the application's experience and quality on actual devices. This native prototype utilizes genuine UI components and simulated data. It addresses questions regarding the application's responsiveness, fluidity, and whether native gestures align with user intuition, ensuring the final product delivers a polished experience that adheres to platform specifications.

Additional prototyping resources

Resource Title: Design Sprint: How to Solve Problems and Test New Ideas in Five Days

Resource Type: Book

Brief Review:

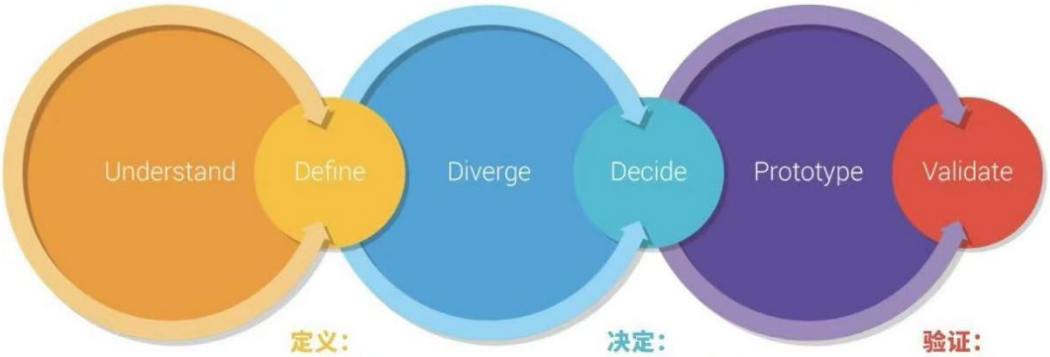
Authored by a partner at Google Ventures, this book offers a highly structured and proven five-day process, with prototyping serving as its pivotal culmination. Its merit lies in embedding prototyping within a comprehensive problem-solving framework, detailing how to construct a 'just-right' prototype for maximizing learning outcomes. Beyond merely instructing readers on 'how' to prototype, it crucially explains 'why' and 'when' to do so, helping readers grasp how prototypes function as powerful tools for team decision-making and user validation.

谷歌设计冲刺模型

理解：
用户需求、公司业务需求
和公司技术能力是什么？

发散：
我们如何探索尽
可能多的想法？

原型制作：
创建可与用户一起
测试想法的原型



定义：
关键战略和
重点是什么？

决定：
选择迄今为止
最好的想法

验证：
与用户、利
益相关者和
技术专家一
起测试想法