EXPERIENCE ORIENTATION

LOW FIDELITY PROTOTYPES

Quick, cheap, and simple prototypes to understand and test the basic idea and functions.

0. Name of the phase

Experience Orientation - Prototype

1. Name of the tool

Low fidelity prototypes

2. Duration

15 min. to 1 hour

3. Materials used

Anything to build something, for instance, paper, cardboard, colored pens, scissors, and glue, but also furniture and other objects.

4. What is this tool and what is its purpose and benefit?

Low-fidelity prototypes are quick, simple, cheap, and easily implementable, often the first prototype version. Those are built of cheap materials, such as paper and cardboard, to understand the idea and basic functions of a product, and the process of a service, and to test the idea and its functionality. Such can be, for instance, a radio made of cardboard with volume buttons and others drawn on it. Low-fidelity prototypes are easy and fun to build and implement, as no special expertise or materials are needed. During different testing rounds, low-fidelity prototypes gradually develop into more advanced prototypes. Low-fidelity prototypes are essential at work in the technical and vocational sectors, but can also be used for planning classroom activities, teaching, and any other educational purpose.

5. Steps how to use this tool in practice

1. Take the ideas or an idea that has been developed further into a concept that includes additional information about what it is and what is its aim. These are your guidelines.
2. Start drafting the low-fidelity prototype, how it would work, looks like, what size would it be, and what would be all its functions.
3. Start building or developing your low-fidelity prototype using cheap materials. Focus on the idea and the functions that are needed to understand and test the idea. Remember to have fun!
4. Finally, test your low-fidelity prototype with users, potential users, and stakeholders to get feedback. Prepare your testing materials and questions before testing.

5. Collect and analyzed the feedback. Think about the changes and other development points that come out from the results.

An example of Low-Fidelity Prototypes: Paper Prototyping of a digital product

1. Take a pen and paper.
2. Draw different screens of a digital product interface onto sheets of paper to test the concept of an idea. Ignore details like coloring.

6. Tips and hints for using this tool

Low-fidelity prototypes are useful during the early stages of the development process to create and test potential prototypes.