Please sit with your team
Zone of Proximal Development

- Learners cannot do
- Learners can do with guidance
- Learners can do on their own
Exercise: time management application
Create Design Ideas  Prototype Design

Information Architecture - structural design of shared information environments
Richard Saul Wurman

Users flow through your product  Catalog user’s information  Presentation of the information  Decision driving function
Create Design Ideas → Prototype Design

Knowledge Organisation

- Taxonomy
- Folksonomy
- Domain Analytics Approach
Knowledge Organisation

Taxonomy
Practice of classification based on hierarchical relationship.
Parent-child hierarchies

Folksonomy

Domain Analytics Approach

Create Design Ideas \rightarrow Prototype Design
Knowledge Organisation

**Taxonomy**
Practice of classification based on hierarchical relationship.
Parent-child hierarchies

**Folksonomy**
Practice of classification based on non-hierarchical relationship.
Public tags and their frequencies

Domain Analytics Approach
Create Design Ideas → Prototype Design

Knowledge Organisation

Taxonomy
- Practice of classification based on hierarchical relationship.
- Parent-child hierarchies

Folksonomy
- Practice of classification based on non-hierarchical relationship.
- Public tags and their frequencies

Domain Analytics Approach
- Practice of classification based on sociological-epistemological view.
- Indexing is suited to fulfill a task by specific group
Prototype Design

Prototypes - interactive design model of the product

Low-fidelity VS High-fidelity

Breadth - number of covered features
Depth - degree of functionality
Appearance - building means
Input methods - device mediation
Prototype Design

Prototypes
- interactive design model of the product

Low-fidelity
- Tangible & Testable Artifacts
  - Low-tech
    - Partial functionality
    - Simulated interaction
  - High-tech
    - “Full” functionality
    - True interaction

High-fidelity
Prototype Design

Prototypes
- *interactive* design model of the product

- Low-fidelity
- High-fidelity

Tangible & Testable Artifacts

- Low-tech
  - Partial functionality
  - Simulated interaction

- High-tech
  - “Full” functionality
  - True interaction
Prototype Design

Paper Prototypes

- Interactive
- Lo-fi appearance/input
- Hi-fi depth/breadth
- Simulation of a back-end
- Early feedback
- Experiment with alternatives
- Big picture focus
Prototype Design

Paper Prototyping Tools

- Box
- Paper
- Pencils
- Crayons
- Glue
- Scissors
- Index cards
Prototype Design

Paper Prototyping Tips

- Make it large
- Add ideas as they come
- Make it monochrome
- Work fast!
- Preprint widgets
- Use audio description
- One sketch per screen