



TIP

COMMON PROTOTYPE FORMS



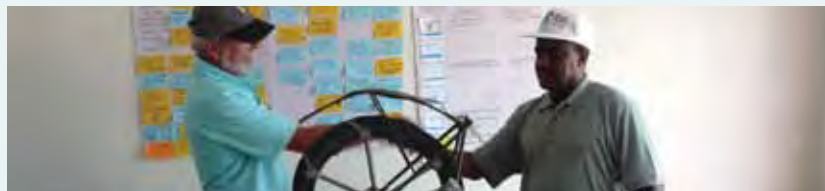
Models:

A physical model of a product, shown above, makes a 2-dimensional idea come alive in 3 dimensions. Using rough materials allows you to quickly mock up low-fidelity prototypes.



Storyboards:

Imagining the complete user experience through a series of images or sketches.



Role-play:

The emotional experience with a product or service is sometimes best expressed by acting it out with team members taking on the role of the constituent or customer.



Diagrams:

Mapping is a great way to express a space, process, or structure. Consider how ideas relate to each other, and how the experience changes over time.