

COMS W4170

Lo-Fi Prototypes

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Sketches vs. Prototypes

SKETCH

PROTOTYPE

EVOCATIVE → DIDACTIC

SUGGEST → DESCRIBE

EXPLORE → REFINE

QUESTION → ANSWER

PROPOSE → TEST

PROVOKE → RESOLVE

TENTATIVE → SPECIFIC

NONCOMMITTAL → DEPICTION

— Buxton, *Sketching
User Experiences*

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Hi-Fi vs. Lo-Fi Prototypes

- Prototypes
 - Get/refine ideas for real system
 - Perform usability testing
 - Do advance demos
- Hi-Fi prototypes
 - Often use computer-based tools
 - Provide look & feel of a real system
 - Slow creation/turnaround
- Lo-Fi prototypes
 - Often use paper (and other low-tech material)-based tools
 - Provide rough approximation of a system
 - Fast creation/turnaround

Wireframe: A design artifact that expresses the basic screen contents/layout/interactivity of a UI, typically using simplified graphics

