

Guidelines for Prototyping

PROTOTYPES ARE SUPPOSED TO BE QUICK AND EASY TESTS OF DESIGN SOLUTIONS

**Don't spend
too much time**



KEEP IT QUICK AND REAL!



**Just start
building**

DON'T THINK TOO MUCH!

**Remember
what you're
testing for**



GOALS IN SIGHT
& EYES WIDE OPEN!



**Build with the
user in mind**

WHO IS THIS FOR ANYWAY?!

