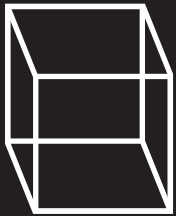## PROTOTYPING

Prototyping is an early, visual model of an idea and is often made on a smaller scale than a finalized object. This helps designers to bring their ideas to life, share their ideas with others, and see what works. Designers make lots of prototypes to help find the best solution.

Prototypes aren't just 3-dimensional. There are lots of ways to design a prototype.

3D MODEL
Low-fi physical mock up of products, online platform, space layout, ecosystem, etc.

ROLE PLAY
Role play as service provider and customer

TODAY/TOMORROW DIAGRAM

FUTURE AD
Newspaper cover page from the future, event, flyer, sample meeting agenda.

WIREFRAME/BLUEPRINT
Loose sketch/mock up of a digital interface.

COMIC STRIP
A series of 6 or more images that show activities and/or thoughts over time.