The Art of Rapid Prototyping

Building Useful Prototypes

Involution Studios

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Download these slides at tinyurl.com/PrototypeMore

Prototypes

"A prototype is an early sample or model built to test a concept or process or to act as a thing to be replicated or learned from."

-Wikipedia

Rapid Prototypes

A"Just Good Enough" representation of a design that answers a specific question.

Rapid Prototypes

Mitigate Risk Make Informed Decisions Gather High-Fidelity Feedback

Four Principles

Know Your Goal
Use the Right Tools
Do Just Enough
Lather, Rinse, Repeat

Know Your Goal

Define what you are trying to test.

Razor sharp precision.

Use The Right Tools

Choose the tools with the least overhead to start and the most flexibility for iteration

Do Just Enough

Cut Corners Always

Ask "What value does this add to my goal"

Lather, Rinse, Repeat

Throw It Away!

Lather, Rinse, Repeat

Goal of Prototype is Improved Design

Different design

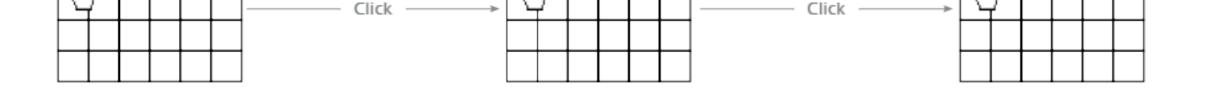
Different Code Architecture

Lather, Rinse, Repeat

Prototype Early, Prototype Often

My Typical Tools

HTML5 for Layout
Javascript for Interaction
CSS3 for Basic Styling
Static images for anything complex



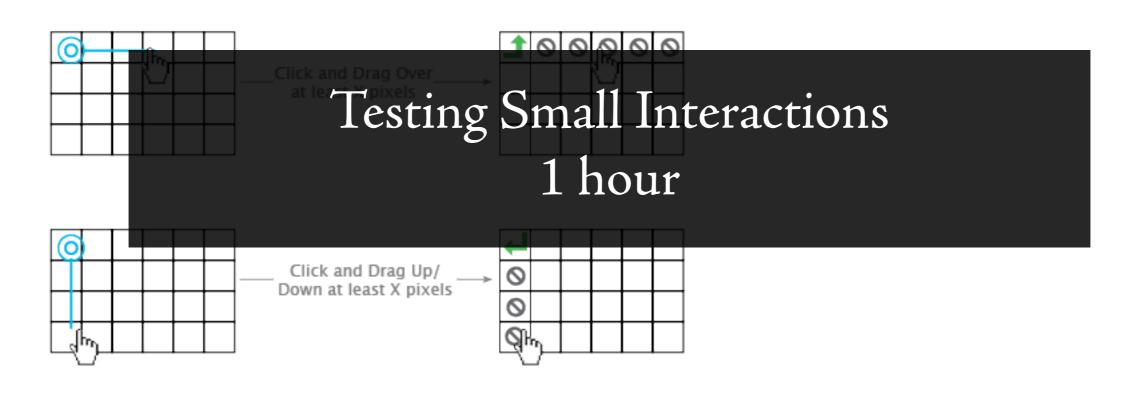
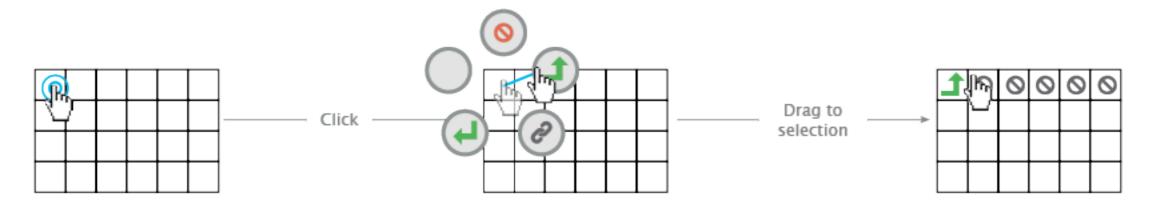


TABLE INTERACTION – CLICK AND SELECT





Slow breathing animation to make the drag interaction more discoverable

Goal

Is it an awkward interaction in a desktop?

Answer

No.

What's Good

Quick access to tools Long click is discoverable

What's Bad

Obtrusive if the interaction is triggered by accident

Know Your Goal

Is it an awkward interaction in a desktop?

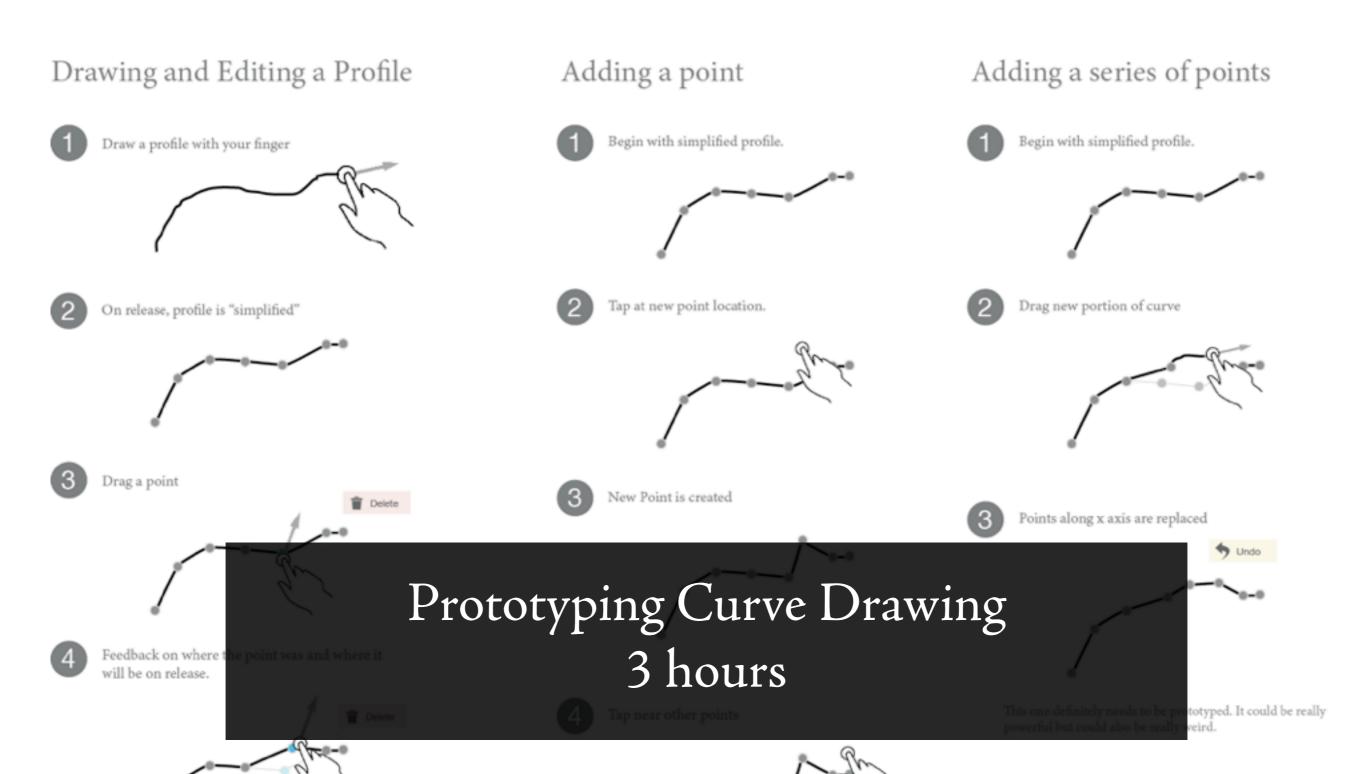
Use the Right Tools
Basic HTML/JS/CSS
Images for anything complex

Do Just Enough
No focus on styling or context

Lather, Rinse, Repeat Tested alternative interactions

Luminaire Coffee 26.May.2013

Profile Creation and Editing on Touch Devices



Goal

Is it weird to edit curves in a different way than I drew?

Answer

Not really.

What's Good

The simplification of curves makes it much easier to edit. Drawing with my finger is fun.

What's Bad

When I click near a point, I want it to be replaced. The "trash" area needs to be wide and central.

Know Your Goal

Is it weird to edit curves in a different way than I drew?

Use the Right Tools

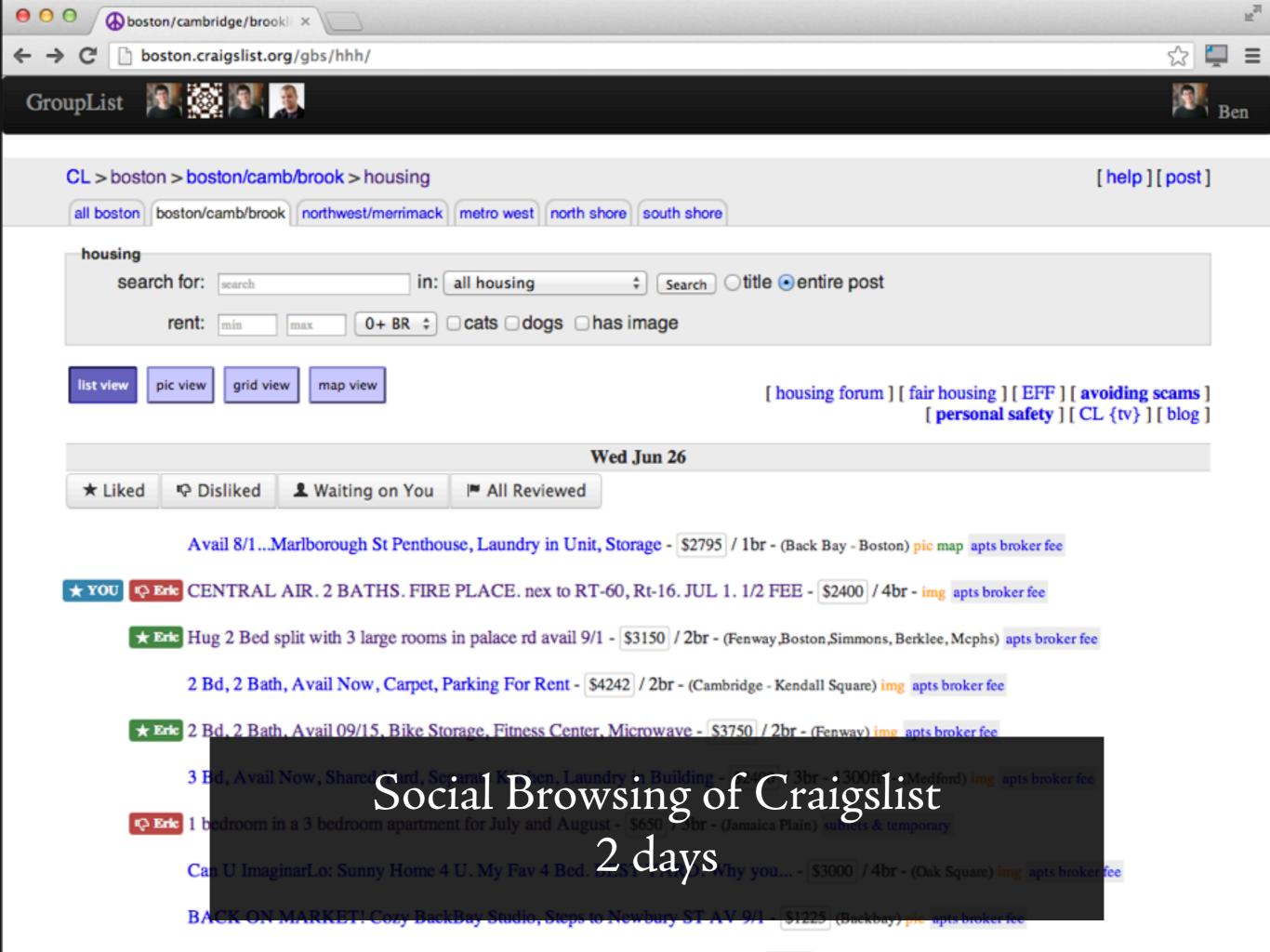
HTML/JS/CSS. Not native Objective C. Adapted an example from PaperJS library

Do Just Enough

No focus on styling or context

Lather, Rinse, Repeat

Built v2 completely from scratch



Goal

Does Social Craigslist browsing simplify the apartment hunting process?

Answer

Kind of, but not unless I control Craigslist.

What's Good

Data curation lets me quickly identify what's important

What's Bad

Data curation is not visible after ~1 hour Need complete control of the process to go forward

Know Your Goal

Does Social Craigslist browsing simplify the apartment hunting process?

Use the Right Tools

Chrome Extension
Sinatra (instead of Rails)
Bootstrap for styles

Do Just Enough

Most basic set of functionality

Lather, Rinse, Repeat Take only insights.

Brewing Coffee









Proof of Concept Prototype - 2 Days



Goal

Does real time flow rate feedback help a barista? Answer

Yes.

What's Good

Form Factor

What's Bad

Data Quality

Data Presentation

Data Viz Prototype - 2 Weeks



Luminaire Scale

179.6

185.4

185.4

187.1

194.2

17.1

Mass 546.99 g Time 0:16.4

Stop Share Save Load

Goal

Does workflow with graph + recording profiles fit the workflow? Answer

Yes.

What's Good

Data Presentation High Resolution Graphs

What's Bad
Data Quality

More Complete Prototype - 2 Months





Goal

Does this fit into a coffee shop workflow?

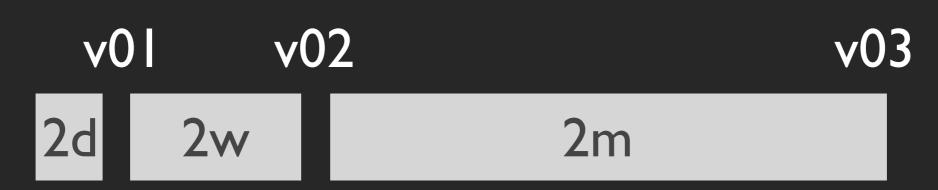
What's Good

Compact Form Factor Dedicated Device Battery Powered

What's Bad

No Profile Editing Small Screen

With Prototypes



3 Months Total

Without Prototypes

Timeline >6 Months Resulting Product Would Be Worse

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Let's Get Practical

My Process

- 1. Gather Data
- 2. Massage the Data
- 3. Make the Data Visual
- 4. Add Interaction
- 5.Learn and Improve

50% of my time

10% of my time

20% of my time

20% of my time

Data Formats

```
Label, Impressions, Actions, Spend, CPA

12/1/2012, 53373, 68, 311.3521811, 4.608125

12/2/2012, 54908, 64, 312.2052007, 4.90725

12/3/2012, 47936, 72, 321.5961719, 4.47975

12/4/2012, 45627, 58, 279.6663775, 4.86675

12/5/2012, 45368, 53, 257.5343943, 4.891375

12/6/2012, 50576, 64, 301.2710395, 4.736875

12/7/2012, 49981, 70, 293.4542773, 4.2275
```



CSV for editing and processing

```
[{ "Label": "12/1/2012",
    "Impressions": "53373",
    "Actions": "68",
    "Spend": "311.3521811",
    "CPA": "4.608125"
},
    "Label": "12/2/2012",
    "Impressions": "54908",
```

"Actions": "64",

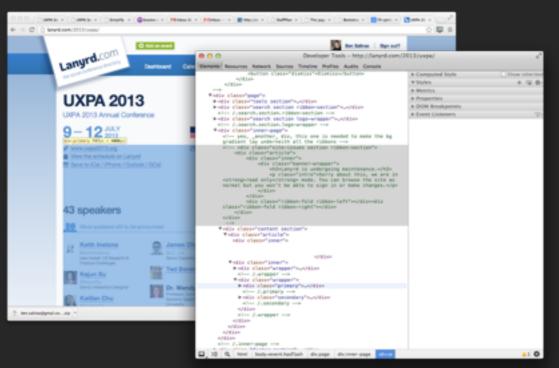


JSON for consuming and small changes

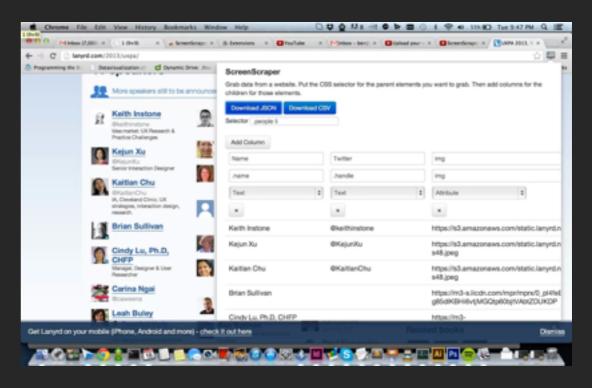
Gathering Data

Steal JSON over the wire Scrape the screen

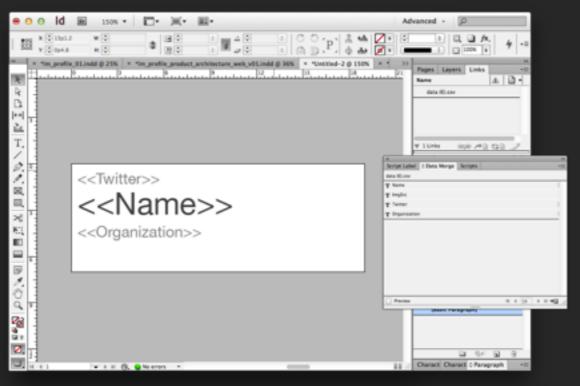
Type it up



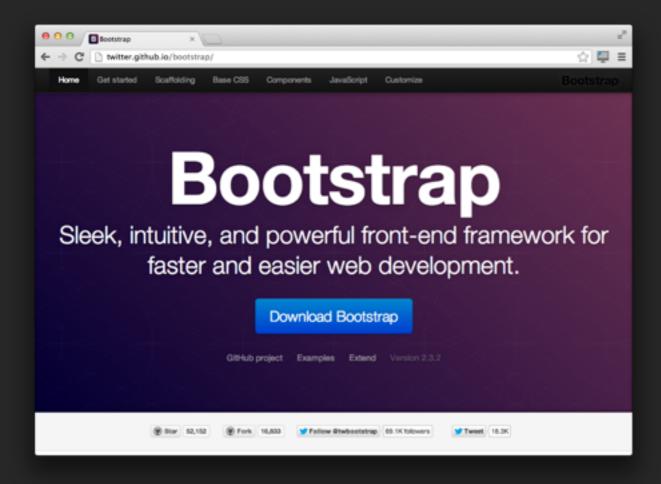
Chrome Inspector



ScreenScraper



InDesign Data Merge

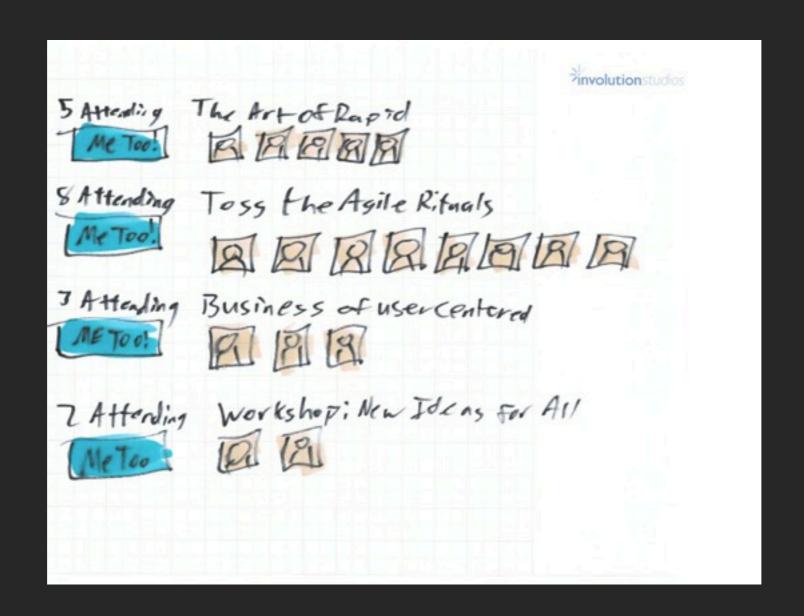


Twitter Bootstrap

Mustache Templates

```
<script type="text/html" id="eachPresentation">
  <div class="presentation">
     <span class="label count" data-id="{{i}}">
     <span class="number">{{number}}</span> Attendees</span>
     <img class="presTitle" src="img/presentation{{i}}.png"></img>
     class="attendee">
            <a class="btn btn-primary attendBtn" data-id="{{i}}" data-attending="no">*
         {{#people}}
            class="attendee thumbnail">
                <img width="48px;" src="{{ImgSrc}}" title="{{name}}"></img>
            {{/people}}
     </div>
</script>
```

Prototype a version of the Lanyrd site that lets me understand what sessions I am going to.



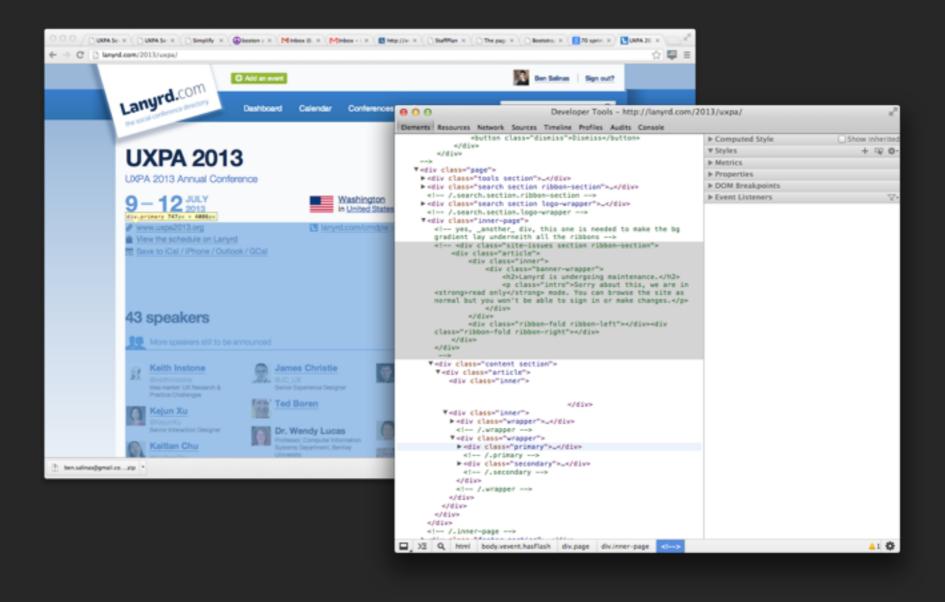
Goal: Does this presentation and interaction make it easy to select sessions to attend?

Live Demo

View code at

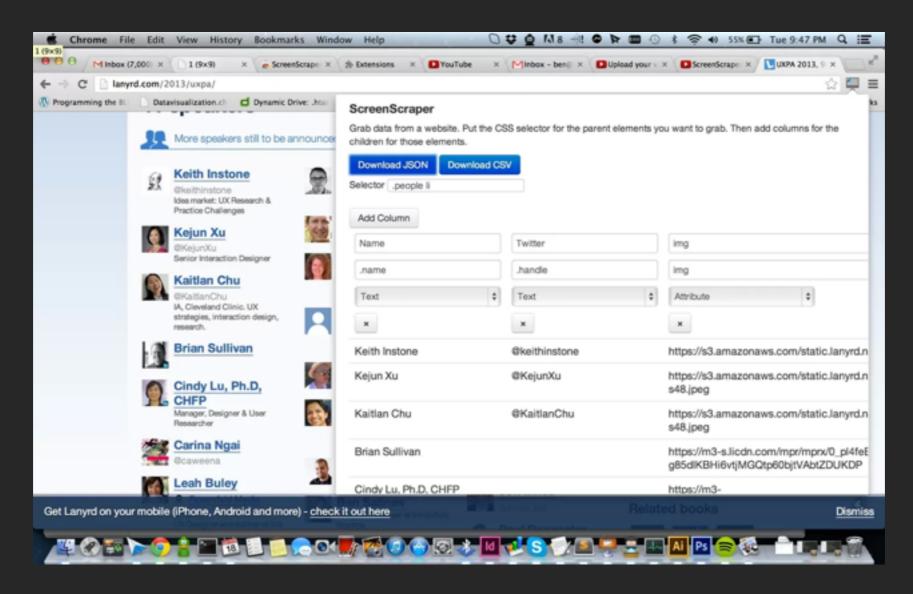
https://github.com/bsalinas/RapidPrototypingTalk

Chrome Inspector



View a Website Structure, make CSS changes, and run Javascript snippets.

ScreenScraper

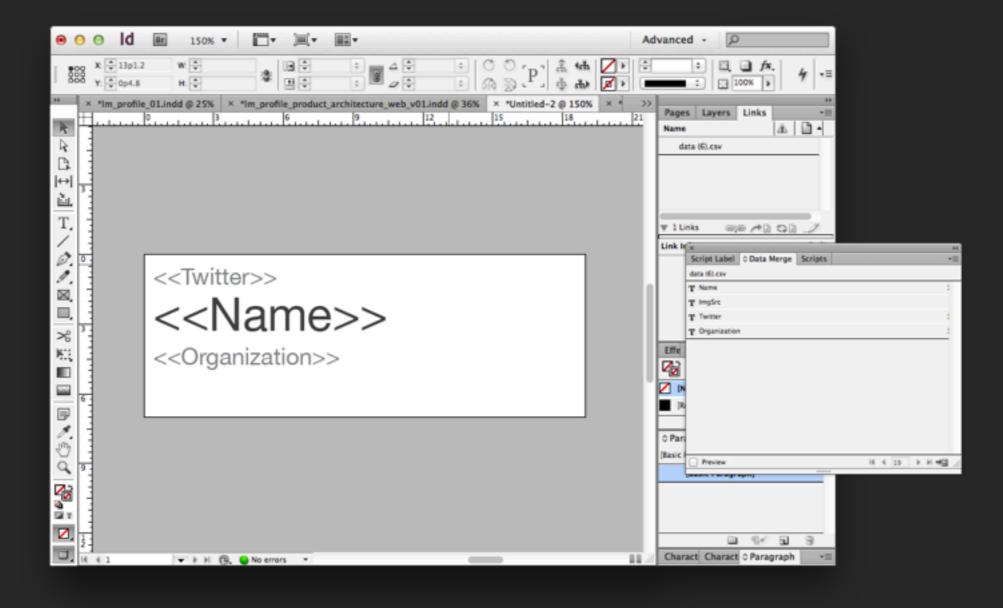


Grab data from a website in a structured format.

bit.ly/15RgURg

(or search Screen Scraper on Chrome Web Store)

InDesign Data Merge



Embed CSV data directly into a design.

Make your design real.

Mustache Templates

```
<script type="text/html" id="eachPresentation">
 <div class="presentation">
     <span class="label count" data-id="{{i}}">
     <span class="number">{{number}}</span> Attendees</span>
     <img class="presTitle" src="img/presentation{{i}}.png"></img>
     class="attendee">
            <a class="btn btn-primary attendBtn" data-id="{{i}}" data-attending="no">Me Too!</a>
        {{#people}}
            class="attendee thumbnail">
               <img width="48px;" src="{{ImgSrc}}" title="{{name}}"></img>
            {{/people}}
     </div>
</script>
```

Embed JSON data into an HTML Template

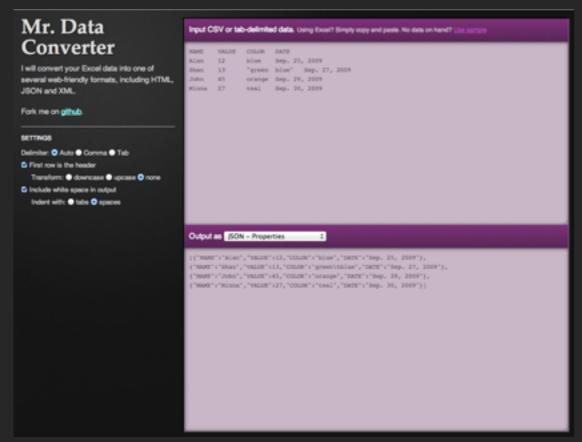
http://mustache.github.io

CSS/JS/HTML Libraries

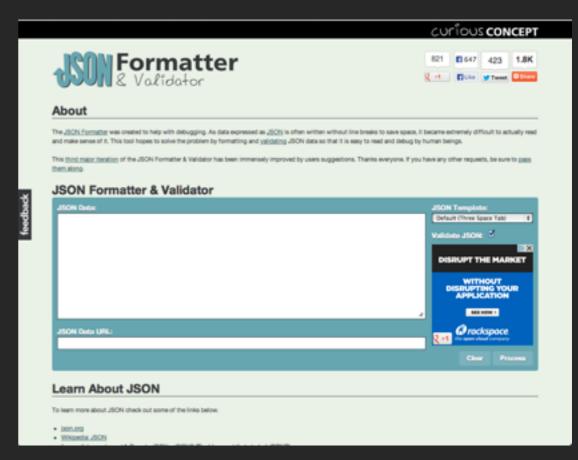


CSS + JS for buttons, forms, layout, tables, autocomplete, alerts, modals ++

Some Other Tools



http://shancarter.github.io/mr-data-converter/



http://jsonformatter.curiousconcept.com/









Adding Interaction

Click Events

Javascript Hide/Show/Animate

Changing img src to another pre-rendered piece of content

Data Attributes to save state

CSS Classes with styling

CSS/JS/HTML Libraries

Rule of Thumb:

If the library does exactly what you want and you aren't super worried about styling, use it.

Otherwise, think really hard.



Four Principles

Know Your Goal
Use the Right Tools
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Lather, Rinse, Repeat

Why Use Rapid Prototypes

High Fidelity Feedback

Some decisions can't be made without experiencing the design.

Make the right decisions at the right time.

Mitigate Risk

Your Design Will Live in Code

If you wait until the build phase, it will be too late to fix.

Complete The Design

You will make design decisions while prototyping

You want to be around to make them

Questions/Comments: ben@goinvo.com

Thanks to:

Eric Benoit, Juhan Sonin, Involution Studios

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