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Methods: Prototyping

Prototyping techniques involve developing representations of a target system for evaluation and testing purposes.

Prototyping is an essential element of an iterative design approach, where designs are created, evaluated, and refined with the results of testing at each cycle feeding into the design focus of the next cycle.

Prototypes can range from extremely simple sketches (low-fidelity prototypes) to full systems that contain nearly all the functionality of the final system (high-fidelity prototypes).

Here is a list of some prototyping terms and techniques:

- thumbnail sketch
- rough
- comp / mockup
- paper prototype
- video prototype
- wizard of oz prototype
- functional prototype
- rapid-prototyping
- RAD tool (rapid application development)

To learn more . . .

The Usability First Glossary is a good resource for more information on [prototyping](#).

