Method Spotlight

Rapid Prototyping is useful in so many ways; it gives the user a visual 3D model to interact with. Giving the user something they can interact with gives them a sense of how it’s going to work and what needs to be fixed before its built. With this in mind it cuts down on costs so you only build one final product vs. multiple products. Not only does it help you design it, but it also helps sell the product.

We built 4 prototypes and from there we all went around showing multiple users the product and taking notes on what to change, what they liked, what they thought would work, and what they thought wouldn’t. Then we narrowed it down to the final two and redesigned very descriptive models; went and asked the same questions again, and picked the best. Then we had a final prototype to show the user. When presenting our final prototype to an audience we explained our idea then gave them a visual and it worked to a great advantage having a 3D model for them.

This is the most important process in my mind for the fact that no one is going to want a product they have never seen, or understand to a full. We can explain the model in the same words and 10 different people will think of 10 different designs, so having a visual of what the product will look like gives them all the same idea. With this in mind most people prototype with any and every idea, weather this is drawing an app and having people give feed back, or building a miniature model of something everyone prototypes to receive feedback.