

Prototyping (Part 1)

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Introduction

- The prototype mode is the iterative generation of products intended to answer questions that get you closer to your final solution.
- In the early stages of a project that question may be broad ... In later stages both your prototype and question may get more refined.
- The production of a prototype, i.e. the method of prototyping, is used to visualize ideas, to explore aspects of a solution or to test a preliminary result.

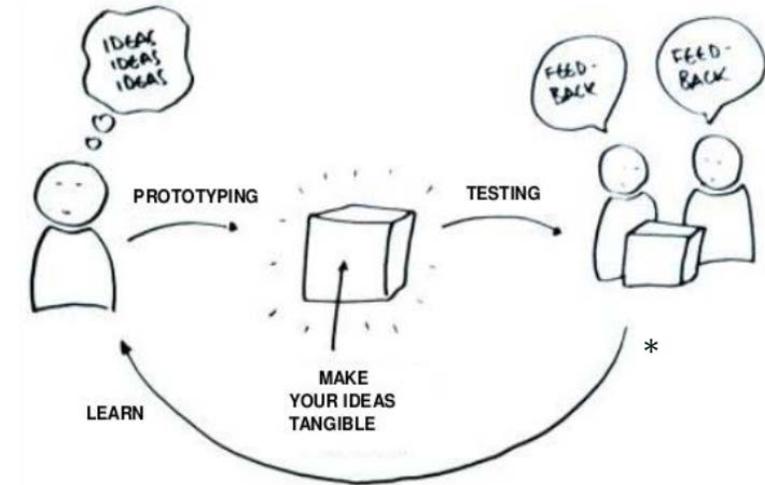
Prototyping is used to evaluate, iterate and improve.

Definition (s)

- A prototype is an intangible idea brought to life to create an experience that can be put in front of the user
- A prototype is an experimental model of an idea
- Prototype is a question, it's a way to gain confidence in your idea. At its core, a prototype is a way of trying something out with your design's audience before investing in its full development.

Why Prototype

- To use as few resources as possible means less time and money invested up front.
- To be able to fail quickly and cheaply.
- To test possibilities. Staying low-res allows to pursue many different ideas.
- To make it quicker to see if further improvements are necessary.
- To break large problems down into smaller, testable chunks.



Thank You