



Prototyping

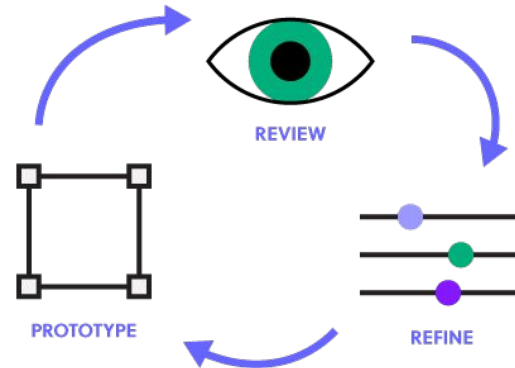
A simulation or sample version of a final product, which UX teams use for testing before launch.

The goal of a prototype is to test and validate ideas before sharing them with stakeholders and eventually passing the final designs to engineering teams for development.

Prototypes are essential for identifying and solving user pain points with participants during usability testing.

Test Early, Test Often

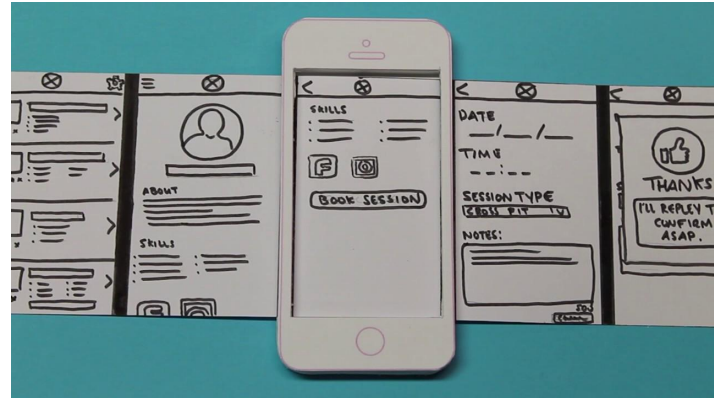
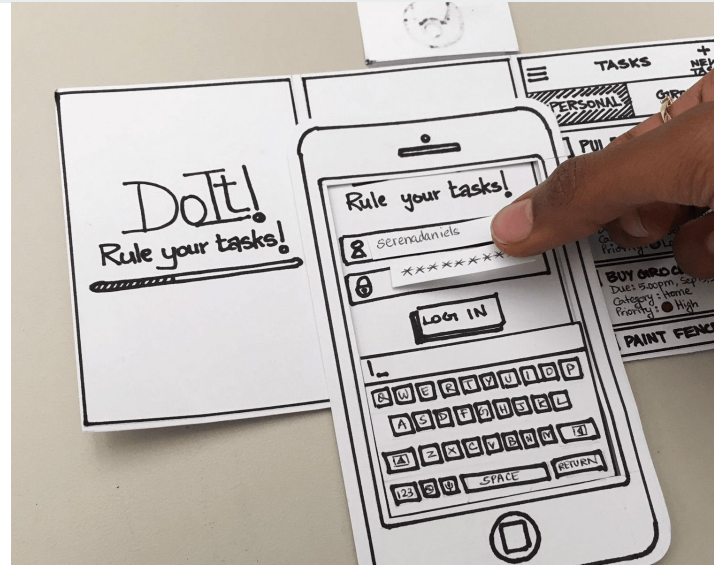
You should prototype every possible iteration of your design—even your early basic ideas. Prototyping shouldn't be reserved only for beta tests of the final version; you should test any and every version of your product!



Paper Prototyping

Paper prototyping works best during early design stages where UX teams collaborate to explore many concepts fast.

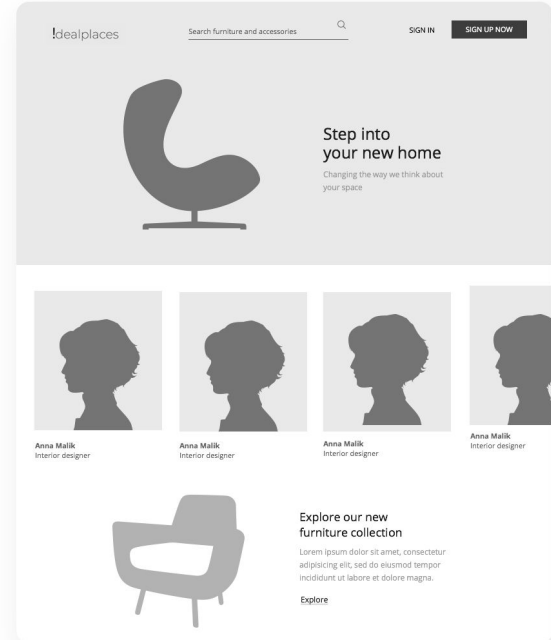
Team members sketch ideas by hand using simple lines, shapes, and text. The emphasis is on lots of ideas and speed, not aesthetics.



Low-Fidelity Digital

Low-Fidelity: a user flow using wireframes.

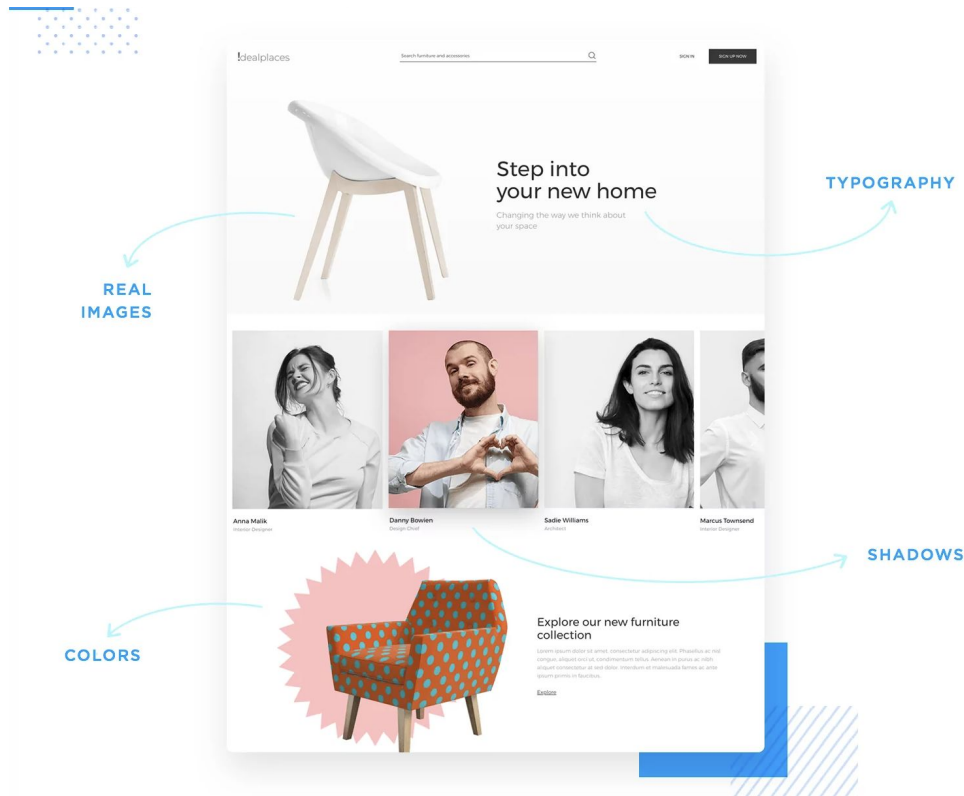
Allow research teams to outline basic user flows and information architecture.



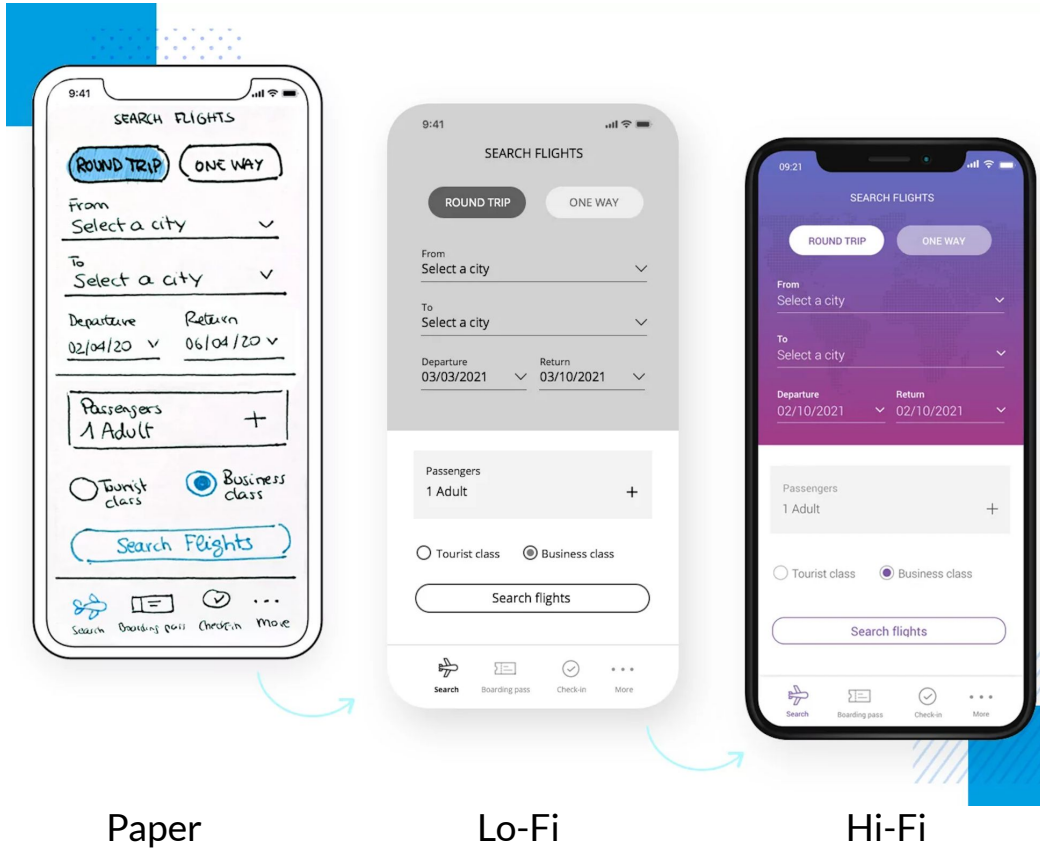
High-Fidelity Digital

High-fidelity prototypes: a user flow using mockups.

Go into more detail, testing user interfaces, interactions, and how usability participants interact with a product.



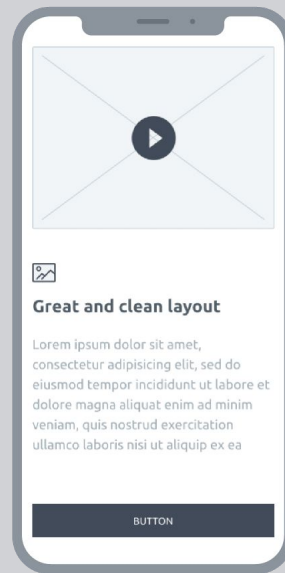
Typical Prototyping Phases



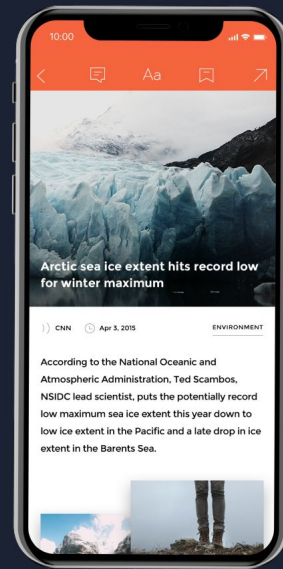
Typical Prototyping Phases



Low Fidelity
Prototyping

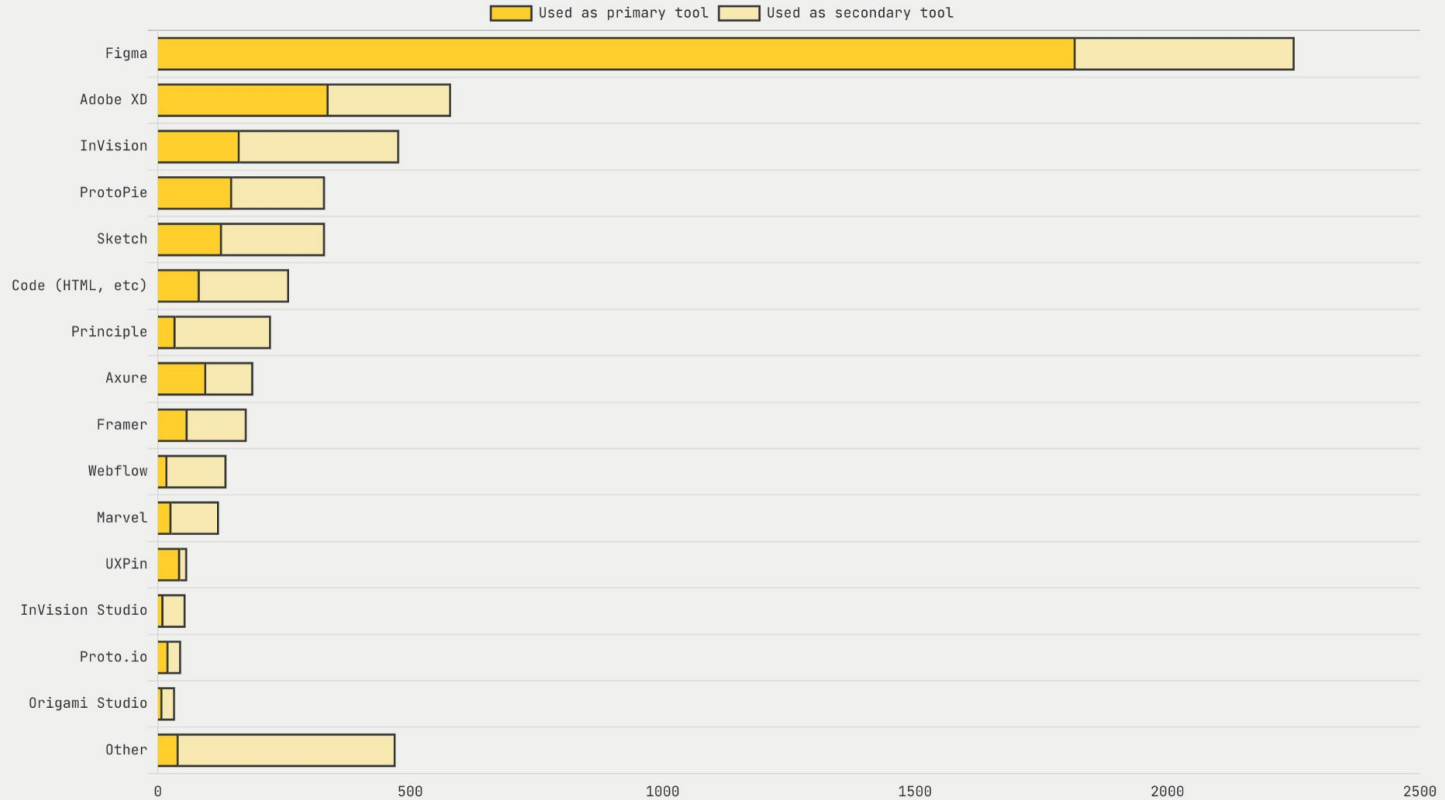


Mid Fidelity
Prototyping

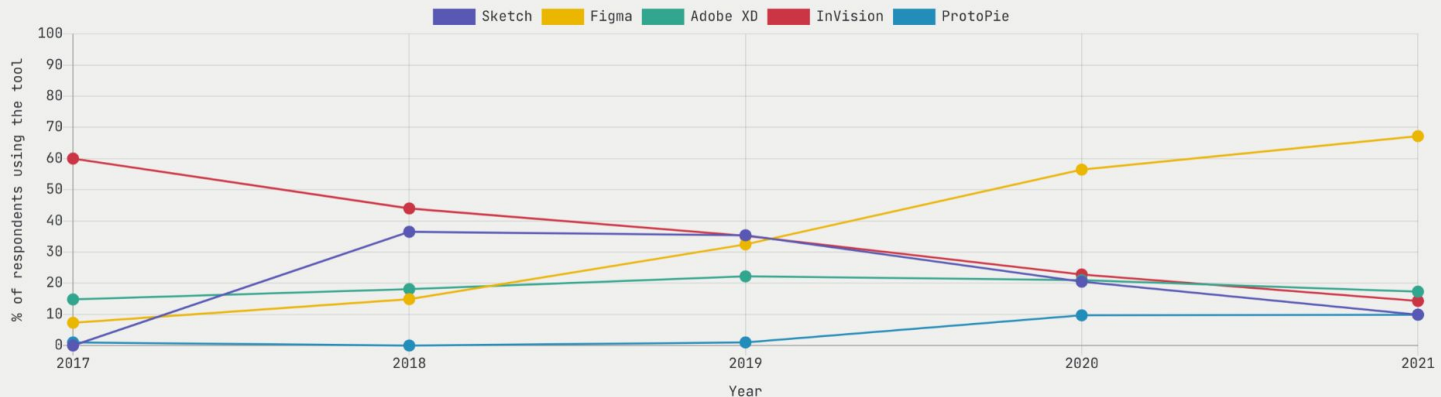


High Fidelity
Prototyping

Which software do you use for UI prototyping?



Prototyping through the years



81%

of respondents who use Figma for UI Design also primarily use it for Prototyping.

Respondents seem to turn to ProtoPie, Framer, and Principle when they need more robust prototyping capabilities (seen above as "secondary" tools).

Respondents using ProtoPie for prototyping are highly satisfied with a score of

4.6