

## Step 12: Screen Design Standards Prototyping

### Purpose of this step:

The purpose of this step is to build screen design standard prototypes.

### Overview:

- The main point of this step is to support the evaluation (previous step).
- A continuous give and take between designers and users is a more effective approach.
- This step also gives specific prototype feedback.

### Practical application of these principles to your site:

- 1) Select functionality to be prototypes:** Based on the most concerning issues, select a subset of the total functionality for prototyping.

#### **Subset functionalities include:**

- Functions that will maximize the number of design standards discussed in previous steps.
- Functions considered to be the core and most fundamental.
- Functions that might prove to have the most problematic interfaces.
- Functions that prove to be the most representative.
- Functions most likely to be executed in a sequence.

- 2) Prepare sketches:** Make pencil and paper designs of product functionality which should include the following:

- Dialog boxes including layout and content
- Action controls including menus and pull downs
- Pathways and interactions
- Messages and warnings that can be invoked

- 3) Build the prototypes:** Low fidelity prototyping is based on creation of throw away paper foils. Higher fidelity prototyping relies on a designer/developer creating a prototype

from discussions with informal paper specs.

**Examples:** See examples of this step in the “Examples” folder.