

Prototypes, Models, and Mockups

21st of March 2024

*Anders Häggman
anders.haggman@aalto.fi*

Based on slides by Teppo Vienamo



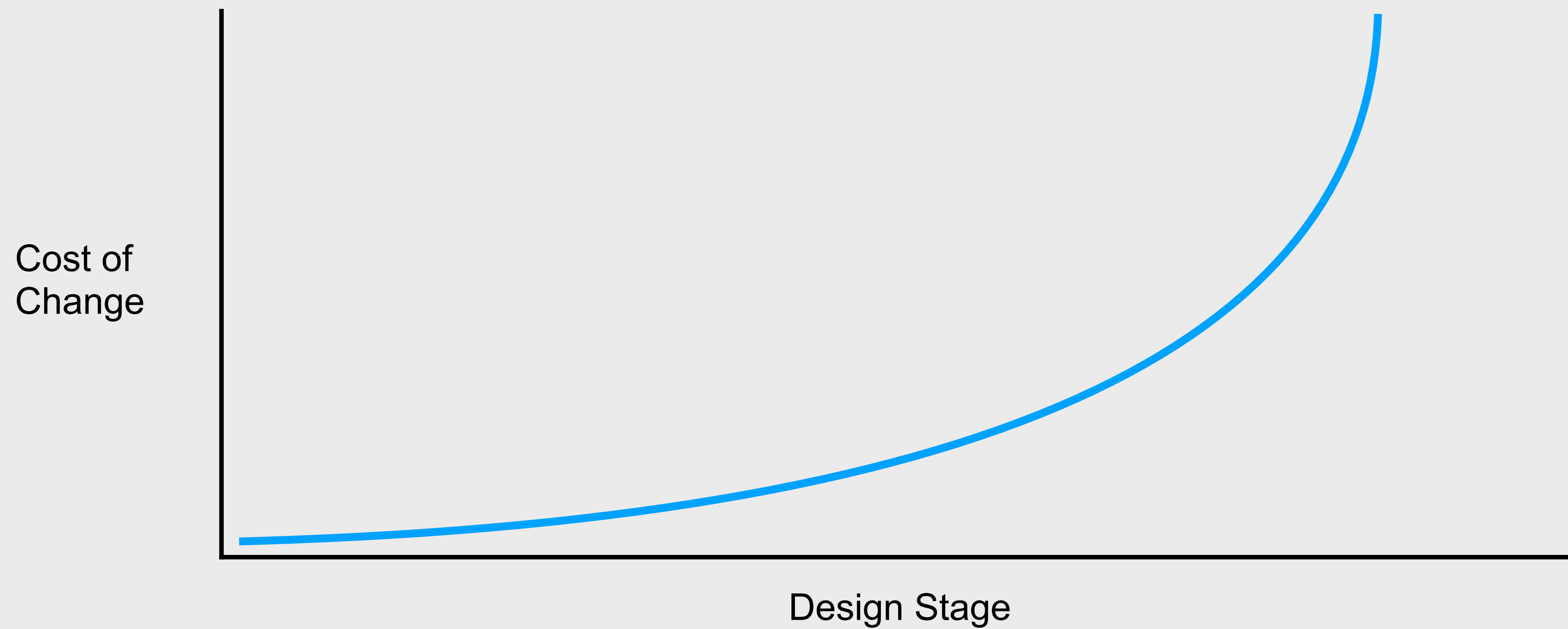


Anders Häggman
anders.haggman@aalto.fi
+358 50 468 8515

Why prototype?



Why prototype?



Introduction

Introduction

Prototyping in industry

Common materials and methods

Additional models

In-class work

Houde and Hill, 1997

What do Prototypes Prototype?

Stephanie Houde and Charles Hill
Apple Computer, Inc.
Cupertino, CA, USA
s.houde@ix.netcom.com, hill@ix.netcom.com

1. INTRODUCTION

Prototypes are widely recognized to be a core means of exploring and expressing designs for interactive computer artifacts. It is common practice to build prototypes in order to represent different states of an evolving design, and to explore options. However, since interactive systems are complex, it may be difficult or impossible to create prototypes of a whole design in the formative stages of a project. Choosing the right kind of more focused prototype to build is an art in itself, and communicating its limited purposes to its various audiences is a critical aspect of its use.

The ways that we talk, and even think about prototypes, can get in the way of their effective use. Current terminology for describing prototypes centers on attributes of prototypes themselves, such as what tool was used to create them, and how refined-looking or -behaving they are. Such terms can be distracting. Tools can be used in many different ways, and detail is not a sure indicator of completeness.

We propose a change in the language used to talk about prototypes, to focus more attention on fundamental questions about the interactive system being designed: What role will the artifact play in a user's life? How should it look and feel? How should it be implemented? The goal of this chapter is to establish a model that describes any prototype in terms of the artifact being designed, rather than the prototype's incidental attributes. By focusing on the purpose of the prototype—that is, on *what it prototypes*—we can make better decisions about

This article is published, in a different format, as Houde, S., and Hill, C., *What Do Prototypes Prototype?*, in *Handbook of Human-Computer Interaction* (2nd Ed.), M. Helander, T. Landauer, and P. Prabhu (eds.); Elsevier Science B. V. Amsterdam, 1997.

the kinds of prototypes to build. With a clear purpose for each prototype, we can better use prototypes to think and communicate about design.

In the first section we describe some current difficulties in communicating about prototypes: the complexity of interactive systems; issues of multidisciplinary teamwork; and the audiences of prototypes. Next, we introduce the model and illustrate it with some initial examples of prototypes from real projects. In the following section we present several more examples to illustrate some further issues. We conclude the chapter with a summary of the main implications of the model for prototyping practice.

2. THE PROBLEM WITH PROTOTYPES

Interactive computer systems are complex. Any artifact can have a rich variety of software, hardware, auditory, visual, and interactive features. For example, a personal digital assistant such as the Apple Newton has an operating system, a hard case with various ports, a graphical user interface and audio feedback. Users experience the combined effect of such interrelated features; and the task of designing—and prototyping—the user experience is therefore complex. Every aspect of the system must be designed (or inherited from a previous system), and many features need to be evaluated in combination with others.

Prototypes provide the means for examining design problems and evaluating solutions. Selecting the focus of a prototype is the art of identifying the most important open design questions. If the artifact is to provide new functionality for users—and thus play a new *role* in their lives—the most important questions may concern exactly what that role should be and what features are needed to support it. If the role is well understood, but the goal

Houde and Hill, 1997

What do Prototypes Prototype?

Stephanie Houde and Charles Hill
Apple Computer, Inc.
Cupertino, CA, USA
s.houde@ix.netcom.com, hill@ix.netcom.com

1. INTRODUCTION

Prototypes are widely recognized to be a core means of exploring and expressing designs for interactive computer artifacts. It is common practice to build prototypes in order to represent different states of an evolving design, and to explore options. However, since interactive systems are complex, it may be difficult or impossible to create prototypes of a whole design in the formative stages of a project. Choosing the right kind of more focused prototype to build is an art in itself, and communicating its limited purposes to its various audiences is a critical aspect of its use.

The ways that we talk, and even think about prototypes, can get in the way of their effective use. Current terminology for describing prototypes centers on attributes of prototypes themselves, such as what tool was used to create them, and how refined-looking or -behaving they are. Such terms can be distracting. Tools can be used in many different ways, and detail is not a sure indicator of completeness.

We propose a change in the language used to talk about prototypes, to focus more attention on fundamental questions about the interactive system being designed: What role will the artifact play in a user's life? How should it look and feel? How should it be implemented? The goal of this chapter is to establish a model that describes any prototype in terms of the artifact being designed, rather than the prototype's incidental attributes. By focusing on the purpose of the prototype—that is, on *what it prototypes*—we can make better decisions about

This article is published, in a different format, as Houde, S., and Hill, C., *What Do Prototypes Prototype?*, in *Handbook of Human-Computer Interaction* (2nd Ed.), M. Helander, T. Landauer, and P. Prabhu (eds.); Elsevier Science B. V. Amsterdam, 1997.

the kinds of prototypes to build. With a clear purpose for each prototype, we can better use prototypes to think and communicate about design.

In the first section we describe some current difficulties in communicating about prototypes: the complexity of interactive systems; issues of multidisciplinary teamwork; and the audiences of prototypes. Next, we introduce the model and illustrate it with some initial examples of prototypes from real projects. In the following section we present several more examples to illustrate some further issues. We conclude the chapter with a summary of the main implications of the model for prototyping practice.

2. THE PROBLEM WITH PROTOTYPES

Interactive computer systems are complex. Any artifact can have a rich variety of software, hardware, auditory, visual, and interactive features. For example, a personal digital assistant such as the Apple Newton has an operating system, a hard case with various ports, a graphical user interface and audio feedback. Users experience the combined effect of such interrelated features; and the task of designing—and prototyping—the user experience is therefore complex. Every aspect of the system must be designed (or inherited from a previous system), and many features need to be evaluated in combination with others.

Prototypes provide the means for examining design problems and evaluating solutions. Selecting the focus of a prototype is the art of identifying the most important open design questions. If the artifact is to provide new functionality for users—and thus play a new *role* in their lives—the most important questions may concern exactly what that role should be and what features are needed to support it. If the role is well understood, but the goal

There are different types of protos.

Houde and Hill, 1997

What do Prototypes Prototype?

Stephanie Houde and Charles Hill
Apple Computer, Inc.
Cupertino, CA, USA
s.houde@ix.netcom.com, hill@ix.netcom.com

1. INTRODUCTION

Prototypes are widely recognized to be a core means of exploring and expressing designs for interactive computer artifacts. It is common practice to build prototypes in order to represent different states of an evolving design, and to explore options. However, since interactive systems are complex, it may be difficult or impossible to create prototypes of a whole design in the formative stages of a project. Choosing the right kind of more focused prototype to build is an art in itself, and communicating its limited purposes to its various audiences is a critical aspect of its use.

The ways that we talk, and even think about prototypes, can get in the way of their effective use. Current terminology for describing prototypes centers on attributes of prototypes themselves, such as what tool was used to create them, and how refined-looking or -behaving they are. Such terms can be distracting. Tools can be used in many different ways, and detail is not a sure indicator of completeness.

We propose a change in the language used to talk about prototypes, to focus more attention on fundamental questions about the interactive system being designed: What role will the artifact play in a user's life? How should it look and feel? How should it be implemented? The goal of this chapter is to establish a model that describes any prototype in terms of the artifact being designed, rather than the prototype's incidental attributes. By focusing on the purpose of the prototype—that is, on *what it prototypes*—we can make better decisions about

This article is published, in a different format, as Houde, S., and Hill, C., *What Do Prototypes Prototype?*, in *Handbook of Human-Computer Interaction* (2nd Ed.), M. Helander, T. Landauer, and P. Prabhu (eds.); Elsevier Science B. V. Amsterdam, 1997.

the kinds of prototypes to build. With a clear purpose for each prototype, we can better use prototypes to think and communicate about design.

In the first section we describe some current difficulties in communicating about prototypes: the complexity of interactive systems; issues of multidisciplinary teamwork; and the audiences of prototypes. Next, we introduce the model and illustrate it with some initial examples of prototypes from real projects. In the following section we present several more examples to illustrate some further issues. We conclude the chapter with a summary of the main implications of the model for prototyping practice.

2. THE PROBLEM WITH PROTOTYPES

Interactive computer systems are complex. Any artifact can have a rich variety of software, hardware, auditory, visual, and interactive features. For example, a personal digital assistant such as the Apple Newton has an operating system, a hard case with various ports, a graphical user interface and audio feedback. Users experience the combined effect of such interrelated features; and the task of designing—and prototyping—the user experience is therefore complex. Every aspect of the system must be designed (or inherited from a previous system), and many features need to be evaluated in combination with others.

Prototypes provide the means for examining design problems and evaluating solutions. Selecting the focus of a prototype is the art of identifying the most important open design questions. If the artifact is to provide new functionality for users—and thus play a new *role* in their lives—the most important questions may concern exactly what that role should be and what features are needed to support it. If the role is well understood, but the goal

There are different types of protos.
Make multiple prototypes.

Houde and Hill, 1997

What do Prototypes Prototype?

Stephanie Houde and Charles Hill
Apple Computer, Inc.
Cupertino, CA, USA
s.houde@ix.netcom.com, hill@ix.netcom.com

1. INTRODUCTION

Prototypes are widely recognized to be a core means of exploring and expressing designs for interactive computer artifacts. It is common practice to build prototypes in order to represent different states of an evolving design, and to explore options. However, since interactive systems are complex, it may be difficult or impossible to create prototypes of a whole design in the formative stages of a project. Choosing the right kind of more focused prototype to build is an art in itself, and communicating its limited purposes to its various audiences is a critical aspect of its use.

The ways that we talk, and even think about prototypes, can get in the way of their effective use. Current terminology for describing prototypes centers on attributes of prototypes themselves, such as what tool was used to create them, and how refined-looking or -behaving they are. Such terms can be distracting. Tools can be used in many different ways, and detail is not a sure indicator of completeness.

We propose a change in the language used to talk about prototypes, to focus more attention on fundamental questions about the interactive system being designed: What role will the artifact play in a user's life? How should it look and feel? How should it be implemented? The goal of this chapter is to establish a model that describes any prototype in terms of the artifact being designed, rather than the prototype's incidental attributes. By focusing on the purpose of the prototype—that is, on *what it prototypes*—we can make better decisions about

This article is published, in a different format, as Houde, S., and Hill, C., *What Do Prototypes Prototype?*, in *Handbook of Human-Computer Interaction* (2nd Ed.), M. Helander, T. Landauer, and P. Prabhu (eds.); Elsevier Science B. V. Amsterdam, 1997.

the kinds of prototypes to build. With a clear purpose for each prototype, we can better use prototypes to think and communicate about design.

In the first section we describe some current difficulties in communicating about prototypes: the complexity of interactive systems; issues of multidisciplinary teamwork; and the audiences of prototypes. Next, we introduce the model and illustrate it with some initial examples of prototypes from real projects. In the following section we present several more examples to illustrate some further issues. We conclude the chapter with a summary of the main implications of the model for prototyping practice.

2. THE PROBLEM WITH PROTOTYPES

Interactive computer systems are complex. Any artifact can have a rich variety of software, hardware, auditory, visual, and interactive features. For example, a personal digital assistant such as the Apple Newton has an operating system, a hard case with various ports, a graphical user interface and audio feedback. Users experience the combined effect of such interrelated features; and the task of designing—and prototyping—the user experience is therefore complex. Every aspect of the system must be designed (or inherited from a previous system), and many features need to be evaluated in combination with others.

Prototypes provide the means for examining design problems and evaluating solutions. Selecting the focus of a prototype is the art of identifying the most important open design questions. If the artifact is to provide new functionality for users—and thus play a new *role* in their lives—the most important questions may concern exactly what that role should be and what features are needed to support it. If the role is well understood, but the goal

There are different types of protos.
Make multiple prototypes.
Be clear what you are testing.

Houde and Hill, 1997

What do Prototypes Prototype?

Stephanie Houde and Charles Hill
Apple Computer, Inc.
Cupertino, CA, USA
s.houde@ix.netcom.com, hill@ix.netcom.com

1. INTRODUCTION

Prototypes are widely recognized to be a core means of exploring and expressing designs for interactive computer artifacts. It is common practice to build prototypes in order to represent different states of an evolving design, and to explore options. However, since interactive systems are complex, it may be difficult or impossible to create prototypes of a whole design in the formative stages of a project. Choosing the right kind of more focused prototype to build is an art in itself, and communicating its limited purposes to its various audiences is a critical aspect of its use.

The ways that we talk, and even think about prototypes, can get in the way of their effective use. Current terminology for describing prototypes centers on attributes of prototypes themselves, such as what tool was used to create them, and how refined-looking or -behaving they are. Such terms can be distracting. Tools can be used in many different ways, and detail is not a sure indicator of completeness.

We propose a change in the language used to talk about prototypes, to focus more attention on fundamental questions about the interactive system being designed: What role will the artifact play in a user's life? How should it look and feel? How should it be implemented? The goal of this chapter is to establish a model that describes any prototype in terms of the artifact being designed, rather than the prototype's incidental attributes. By focusing on the purpose of the prototype—that is, on *what it prototypes*—we can make better decisions about

This article is published, in a different format, as Houde, S., and Hill, C., *What Do Prototypes Prototype?*, in *Handbook of Human-Computer Interaction* (2nd Ed.), M. Helander, T. Landauer, and P. Prabhu (eds.); Elsevier Science B. V.: Amsterdam, 1997.

the kinds of prototypes to build. With a clear purpose for each prototype, we can better use prototypes to think and communicate about design.

In the first section we describe some current difficulties in communicating about prototypes: the complexity of interactive systems; issues of multidisciplinary teamwork; and the audiences of prototypes. Next, we introduce the model and illustrate it with some initial examples of prototypes from real projects. In the following section we present several more examples to illustrate some further issues. We conclude the chapter with a summary of the main implications of the model for prototyping practice.

2. THE PROBLEM WITH PROTOTYPES

Interactive computer systems are complex. Any artifact can have a rich variety of software, hardware, auditory, visual, and interactive features. For example, a personal digital assistant such as the Apple Newton has an operating system, a hard case with various ports, a graphical user interface and audio feedback. Users experience the combined effect of such interrelated features; and the task of designing—and prototyping—the user experience is therefore complex. Every aspect of the system must be designed (or inherited from a previous system), and many features need to be evaluated in combination with others.

Prototypes provide the means for examining design problems and evaluating solutions. Selecting the focus of a prototype is the art of identifying the most important open design questions. If the artifact is to provide new functionality for users—and thus play a new *role* in their lives—the most important questions may concern exactly what that role should be and what features are needed to support it. If the role is well understood, but the goal

There are different types of protos.
Make multiple prototypes.
Be clear what you are testing.
Know your audience. Prepare them.

Terminology

Prototype

Works-like-model

Looks-like-model

Appearance model

Sketch-model

Mockup

Throwaway prototype

Functional model

Wireframe

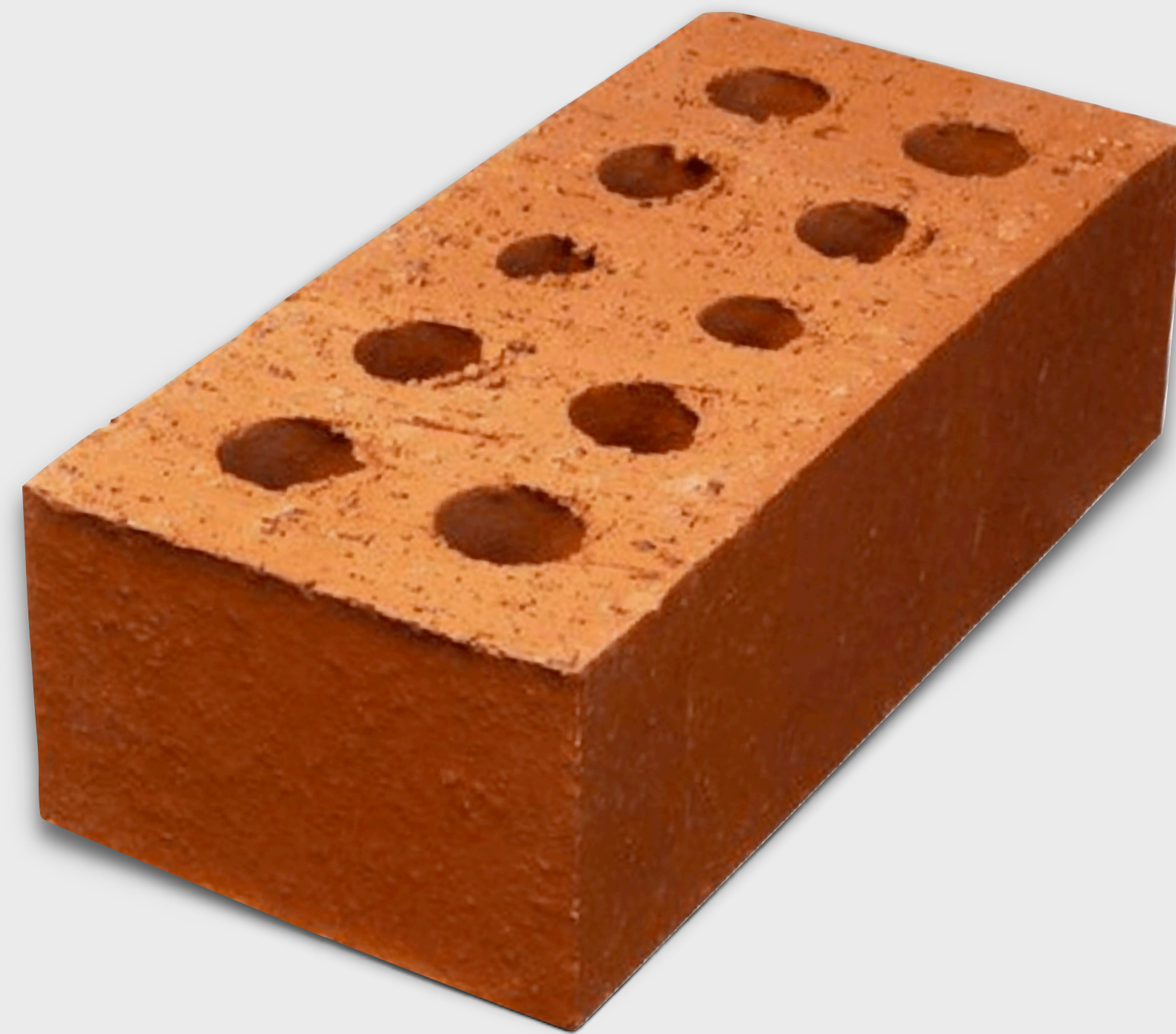
High-resolution prototype

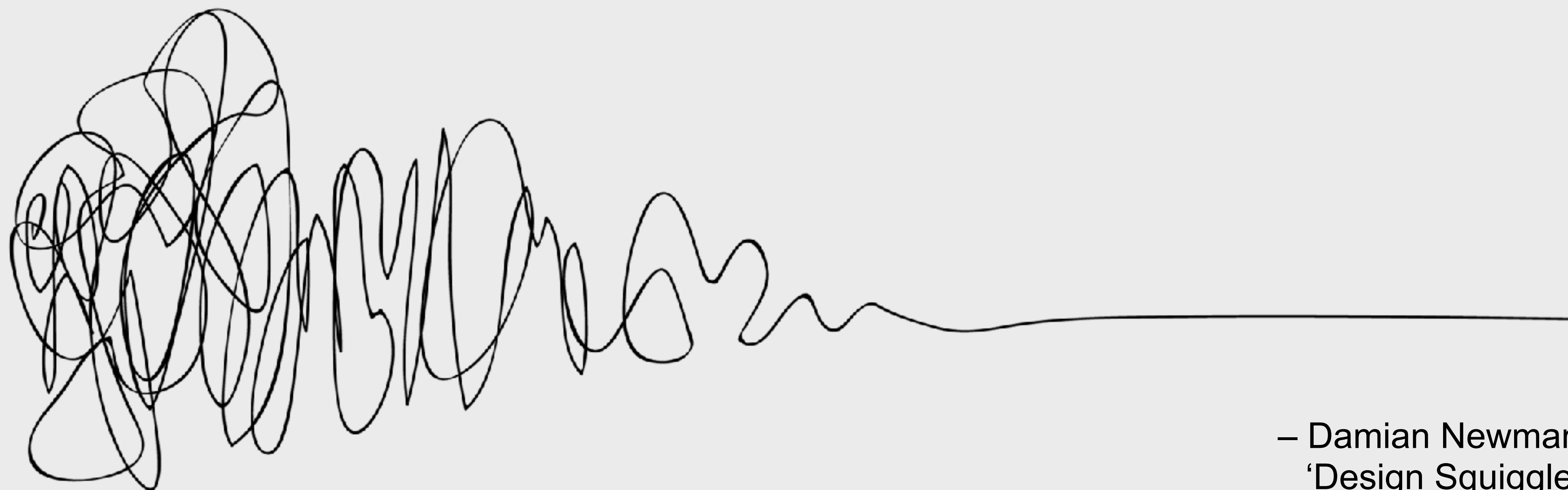
High-fidelity prototype

Low-resolution prototype

Low-fidelity prototype

Is a brick a prototype?





– Damian Newman
'Design Squiggle'

IDEO prototype of medical device



Prototyping in industry

Introduction

Prototyping in industry

Common materials and methods

Additional models

In-class work



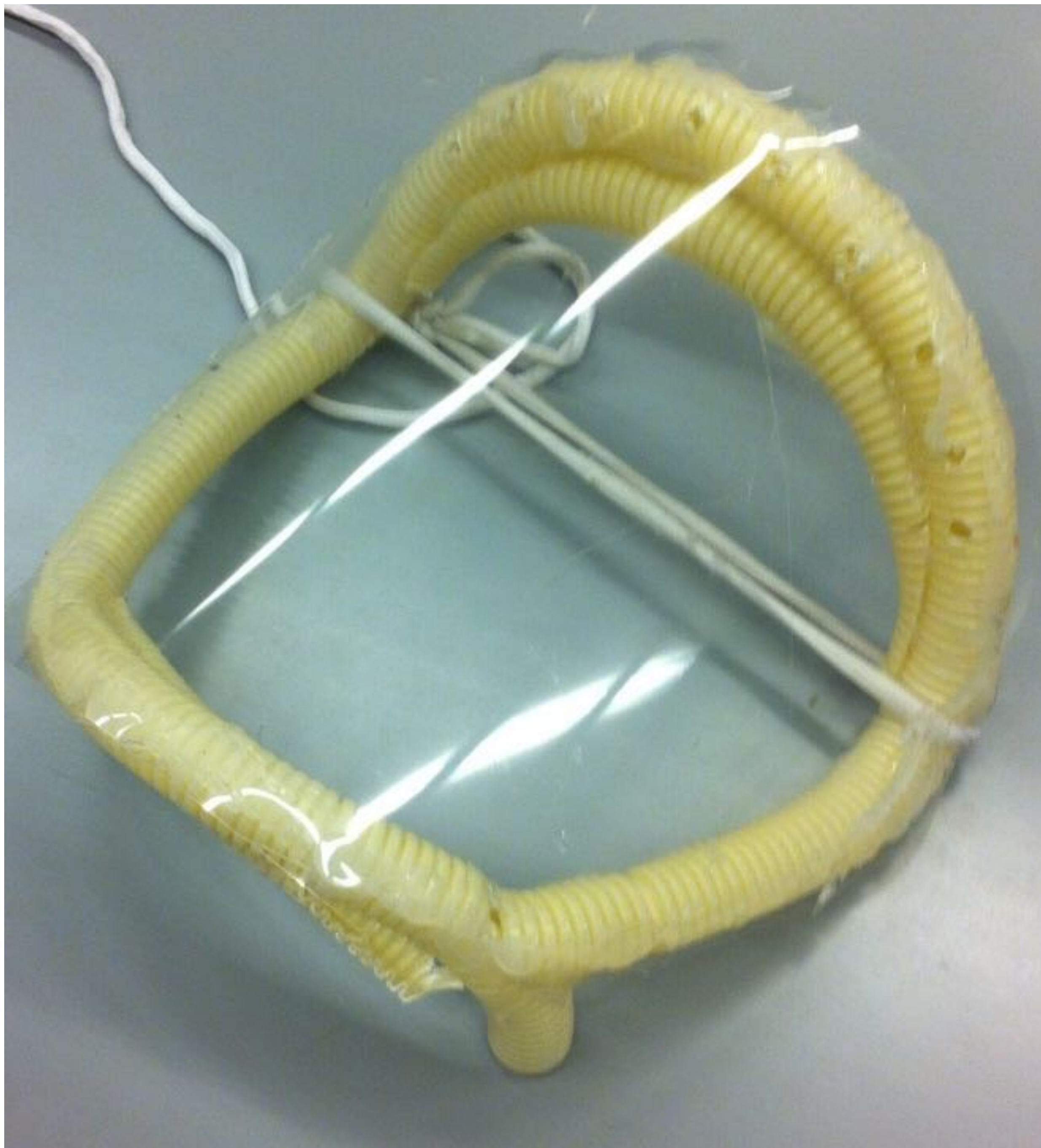
aivan

Throwaway

Quick experiment

Learn

Next version











IPAD

*Match the fidelity of the prototype
to the fidelity of the question.*

– Ben Syverson

Mockup

Preliminary design
Critical issues more obvious
Fast & cheap (Throwaway)
Possible inaccurate & brittle
Foamcore, styrofoam, wood...



Mockup



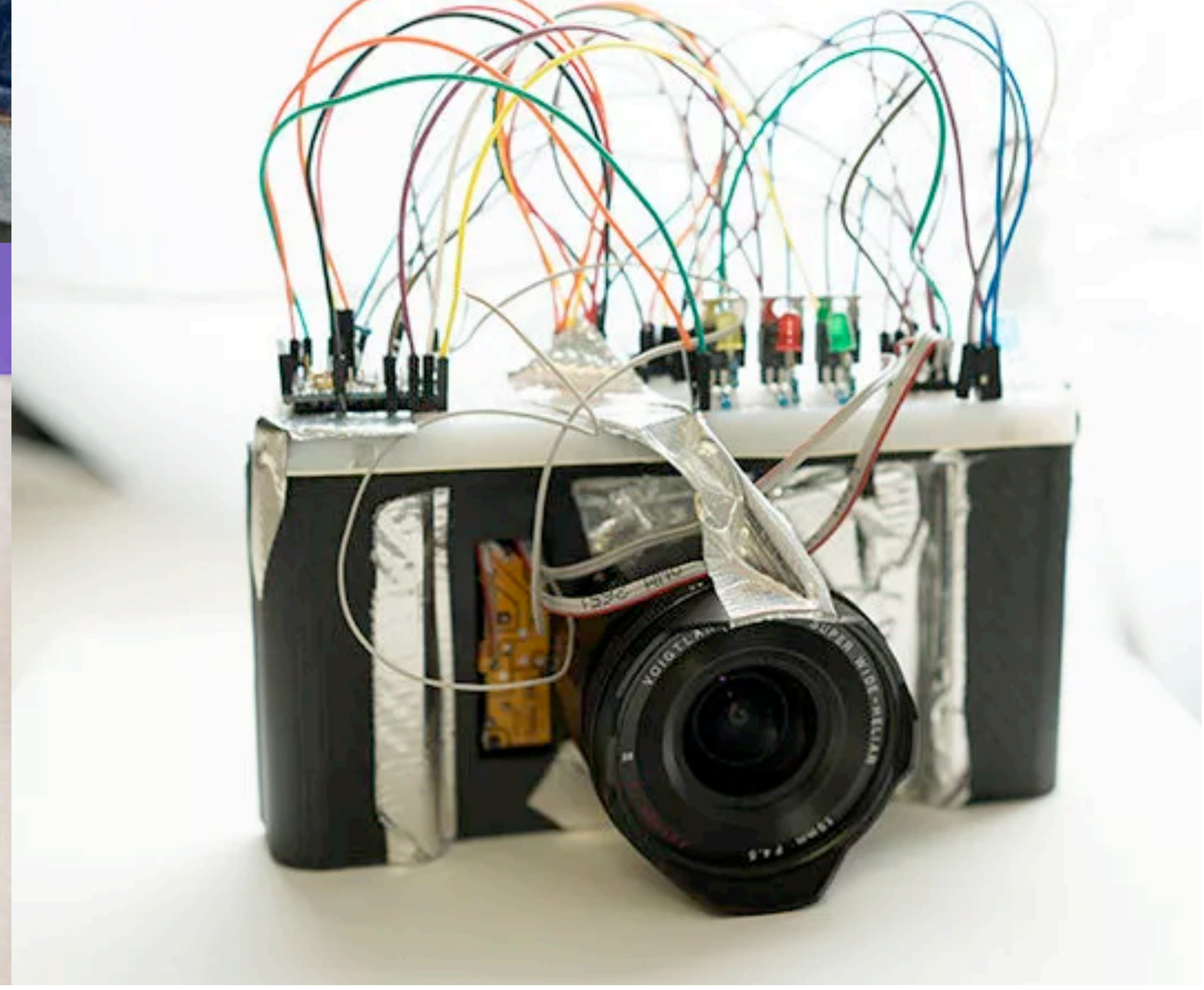
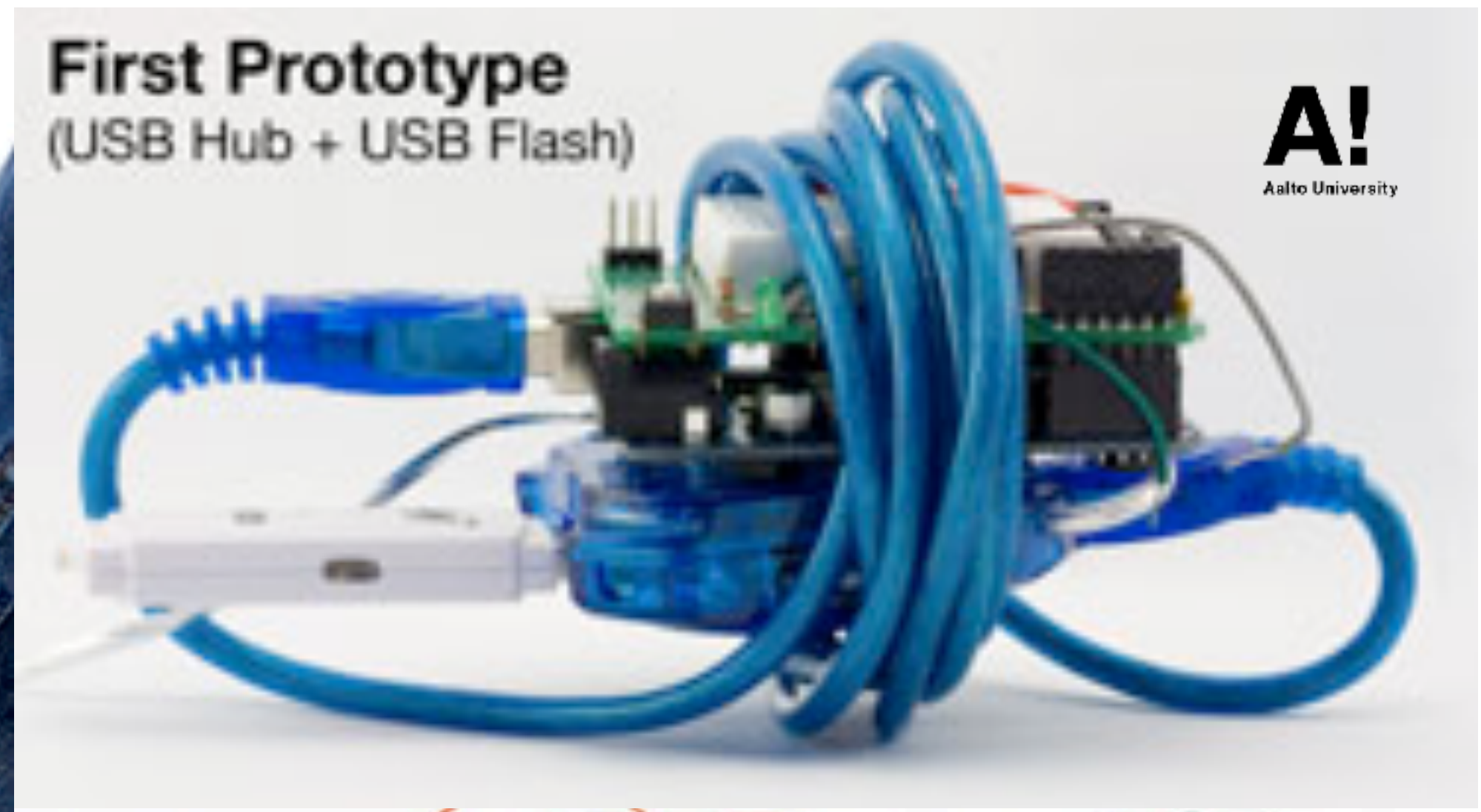


Functional

User testing
Feature testing (eg. strength)
Real materials, with proto tools



Works-like prototype



Finalised appearance model



Customer appeal
Commercial fairs
Brochures and photoshoots
Non-functional

Mfg:

- 3D-print finalised by hand
- machined
- silicon mould casting



1 Scheveningen Noord

R-NET

HTM | kom verder!

STADLER

R-NET

HTM

MROH METROPOOLREGIO ROTTERDAM DEN HAAG

7000a



Common materials and methods

Introduction

Prototyping in industry

Common materials and methods

Additional models

In-class work

Overview of common materials



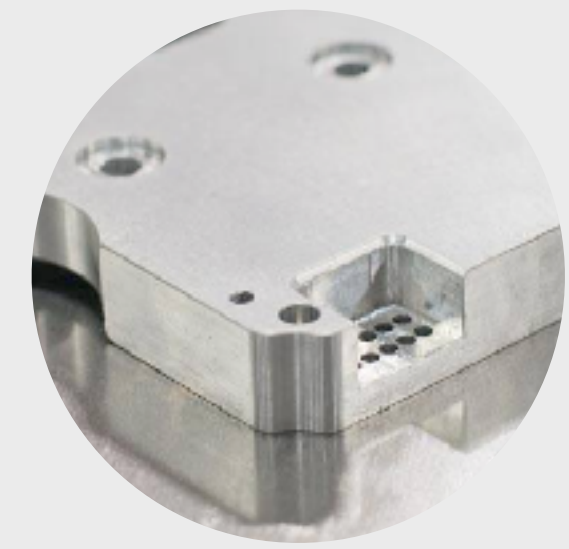
Foams



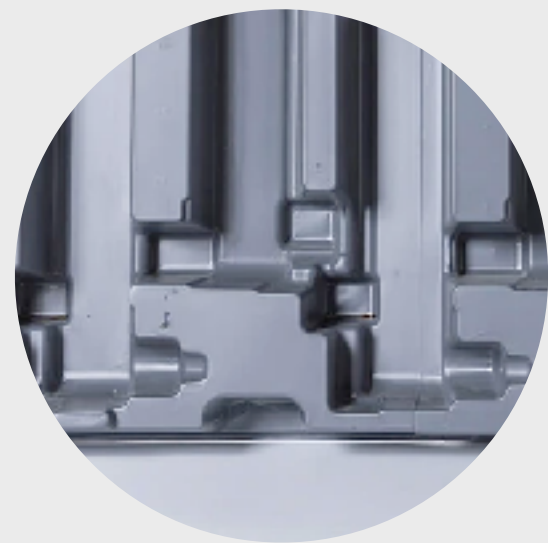
Foamcore &
cardboard



Polyurethane
blocks



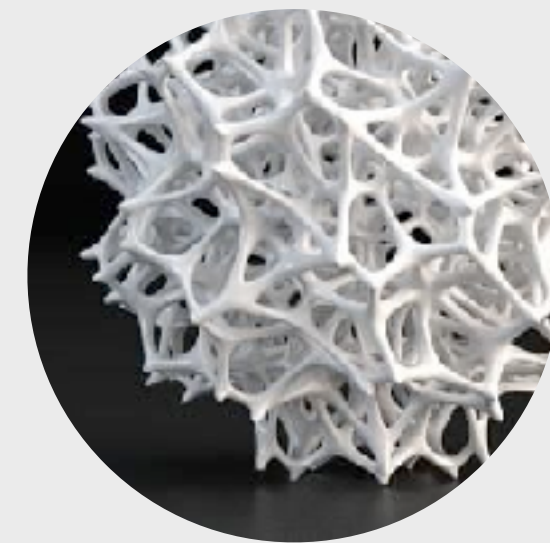
Metals



Plastics

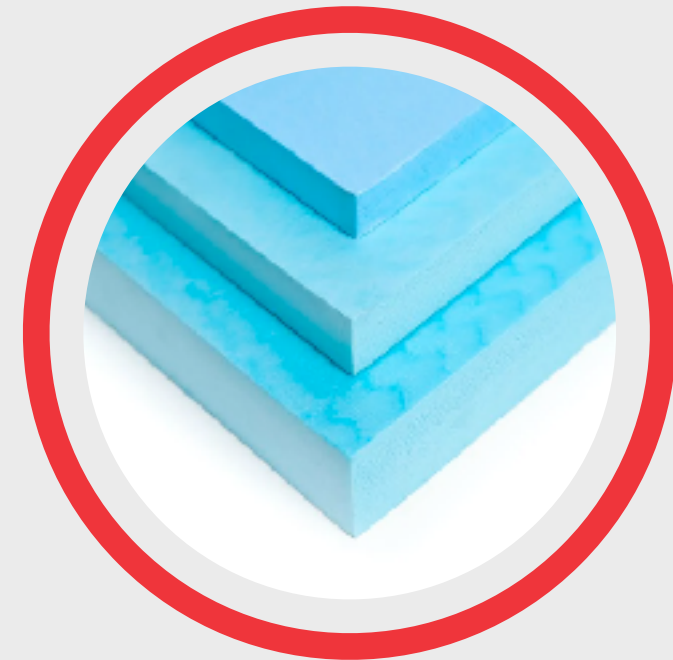


Wood

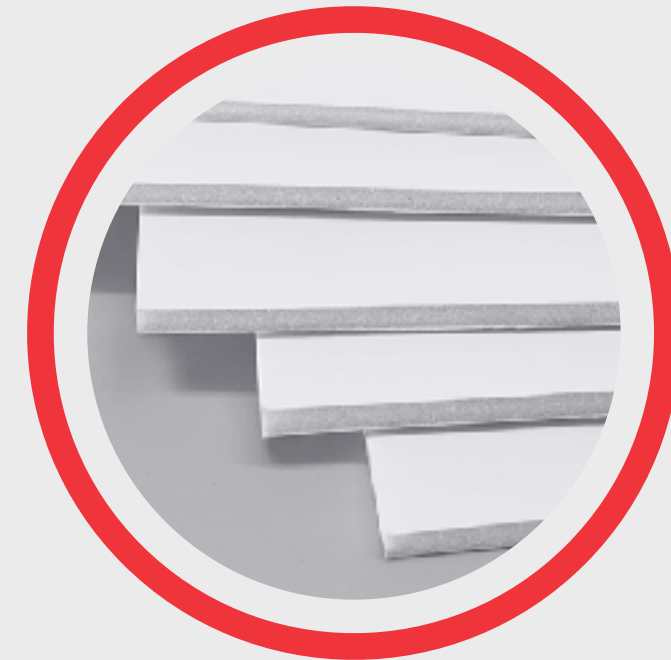


Additive mfg.

Overview of common materials



Foams



Foamcore &
cardboard



Polyurethane
blocks



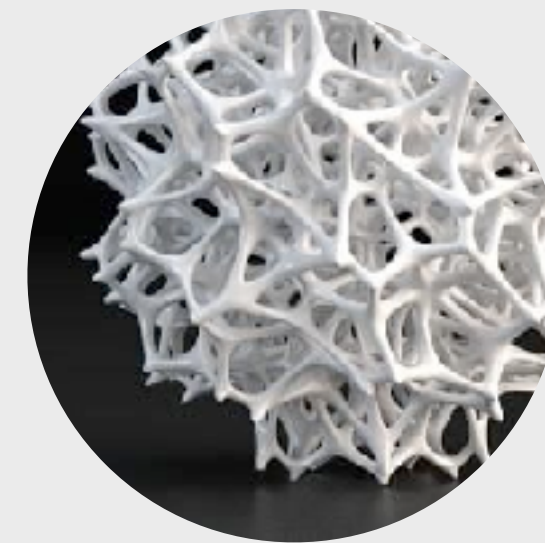
Metals



Plastics



Wood



Additive mfg.

Polyurethane blocks

Special material made for model making

Wide selection

Soft grades for hand tools

Denser & tougher grades for machining

Heat resistant

Hard grades for tooling

Can be shaped by hand or machined

Do not use hot wire cutter!

Gives off toxic fumes.



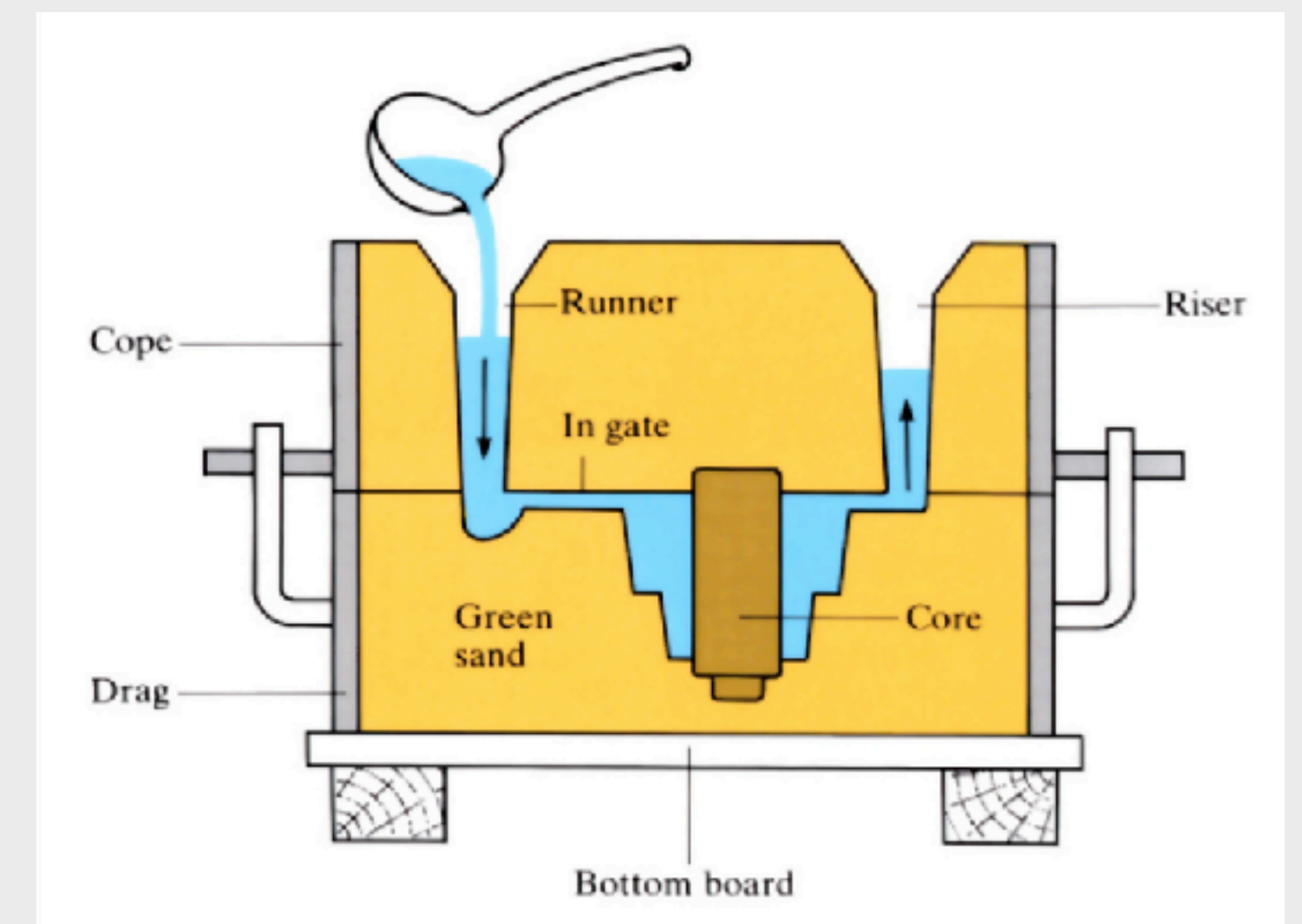
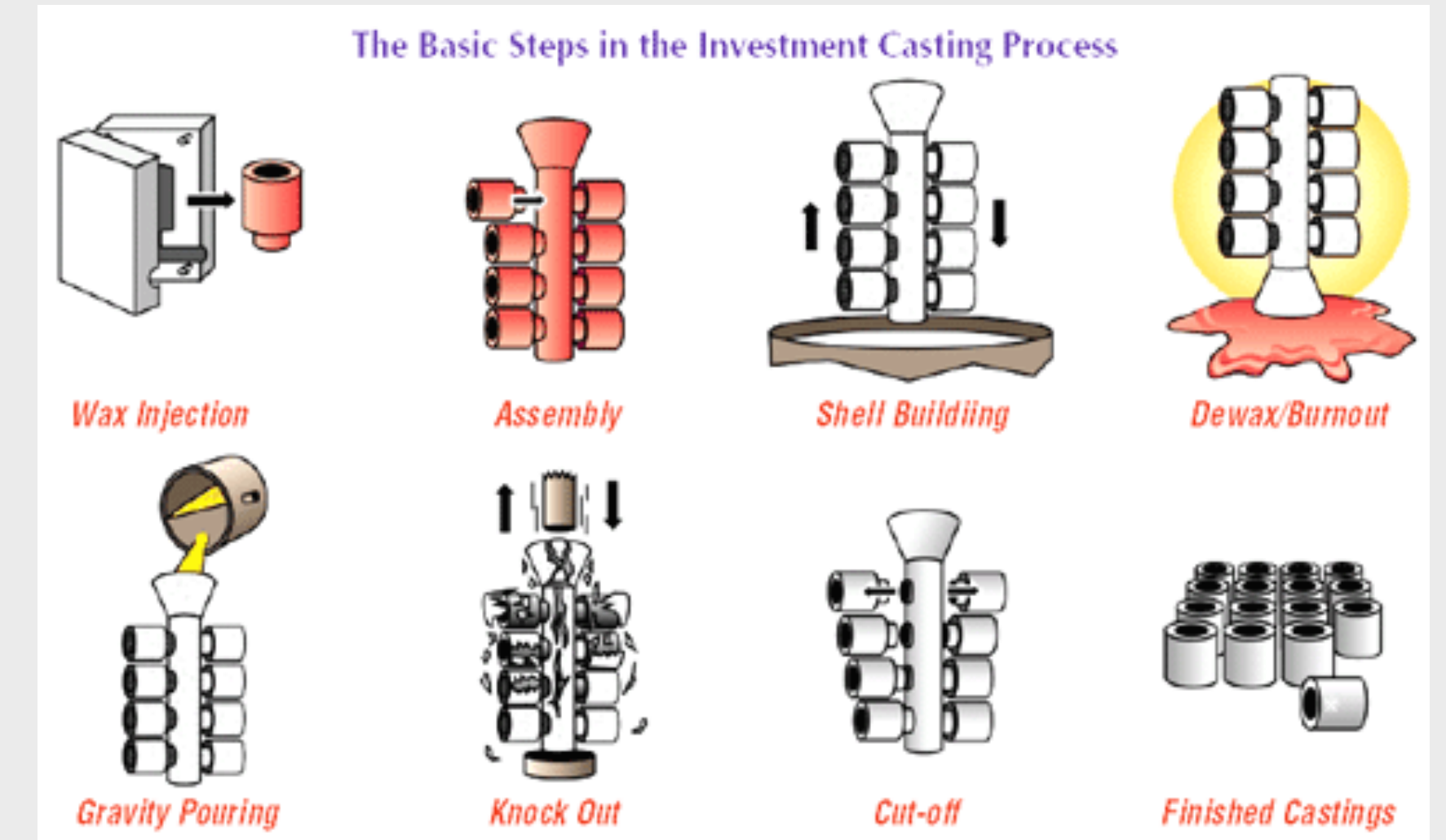
Metals

Machining
lathe, mill

Sheet metal
metal cutters, laser, water-jet

Welding
MIG, TIG, LBW

Casting
investment casting,
sand casting



Plastics

Cutting

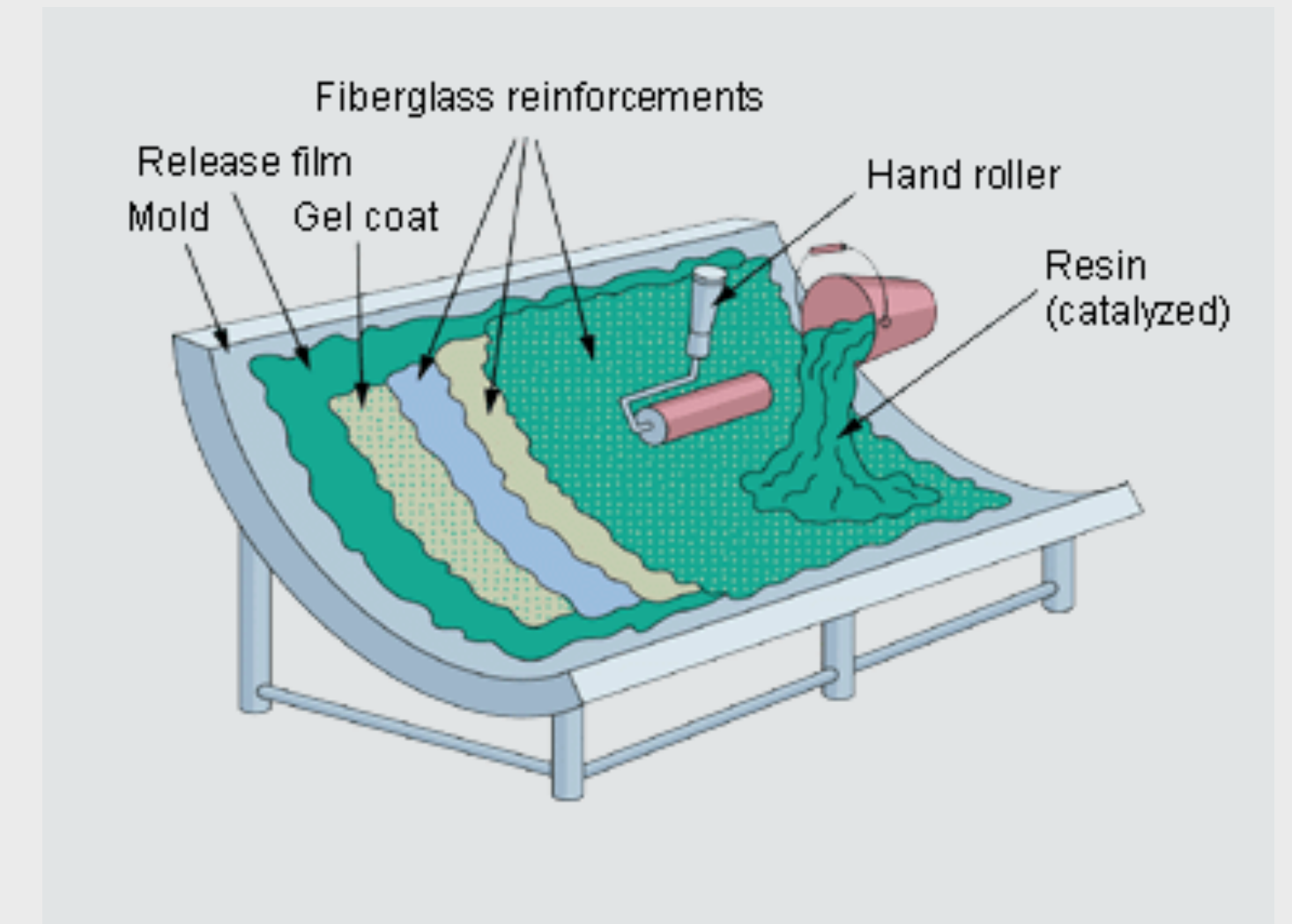
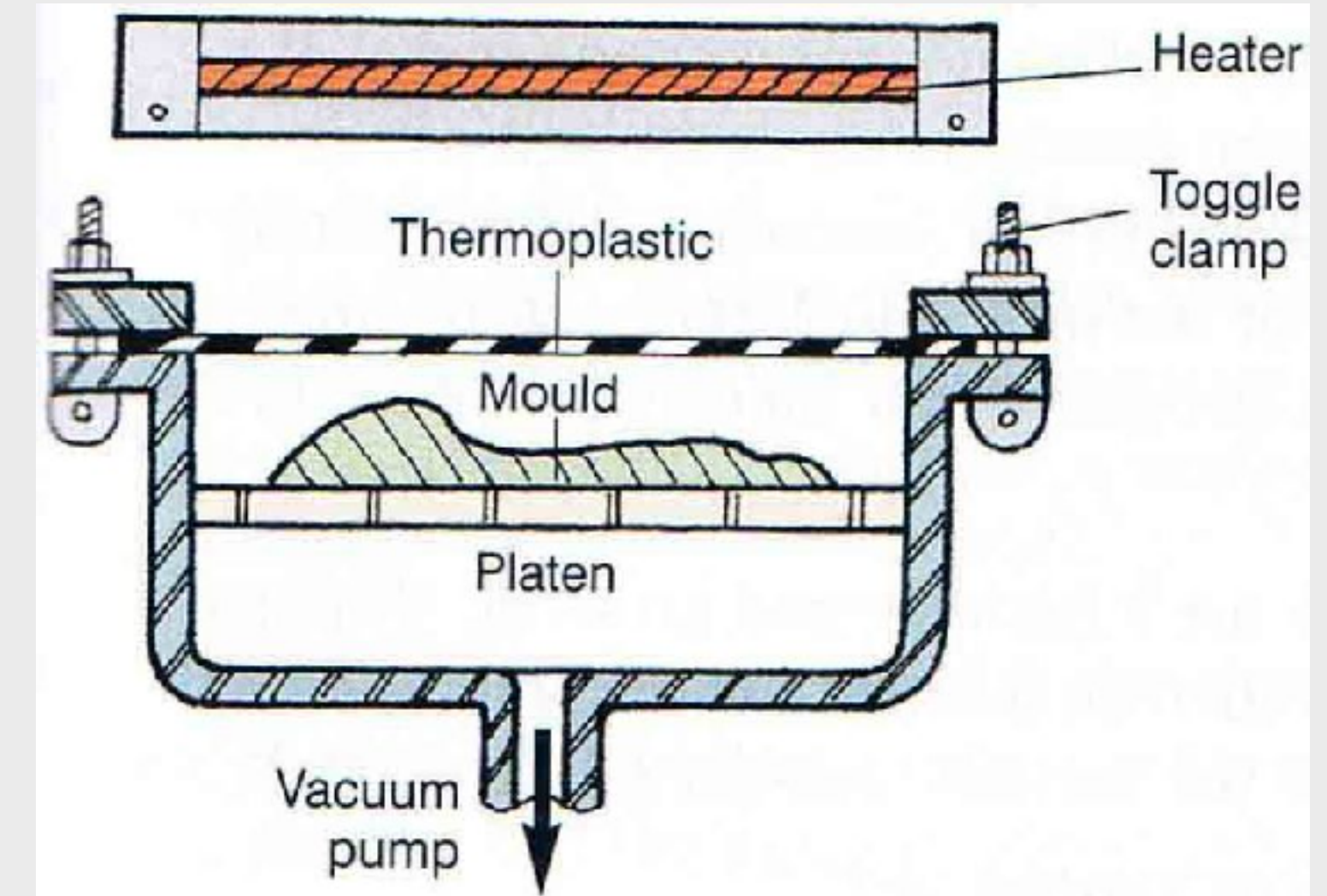
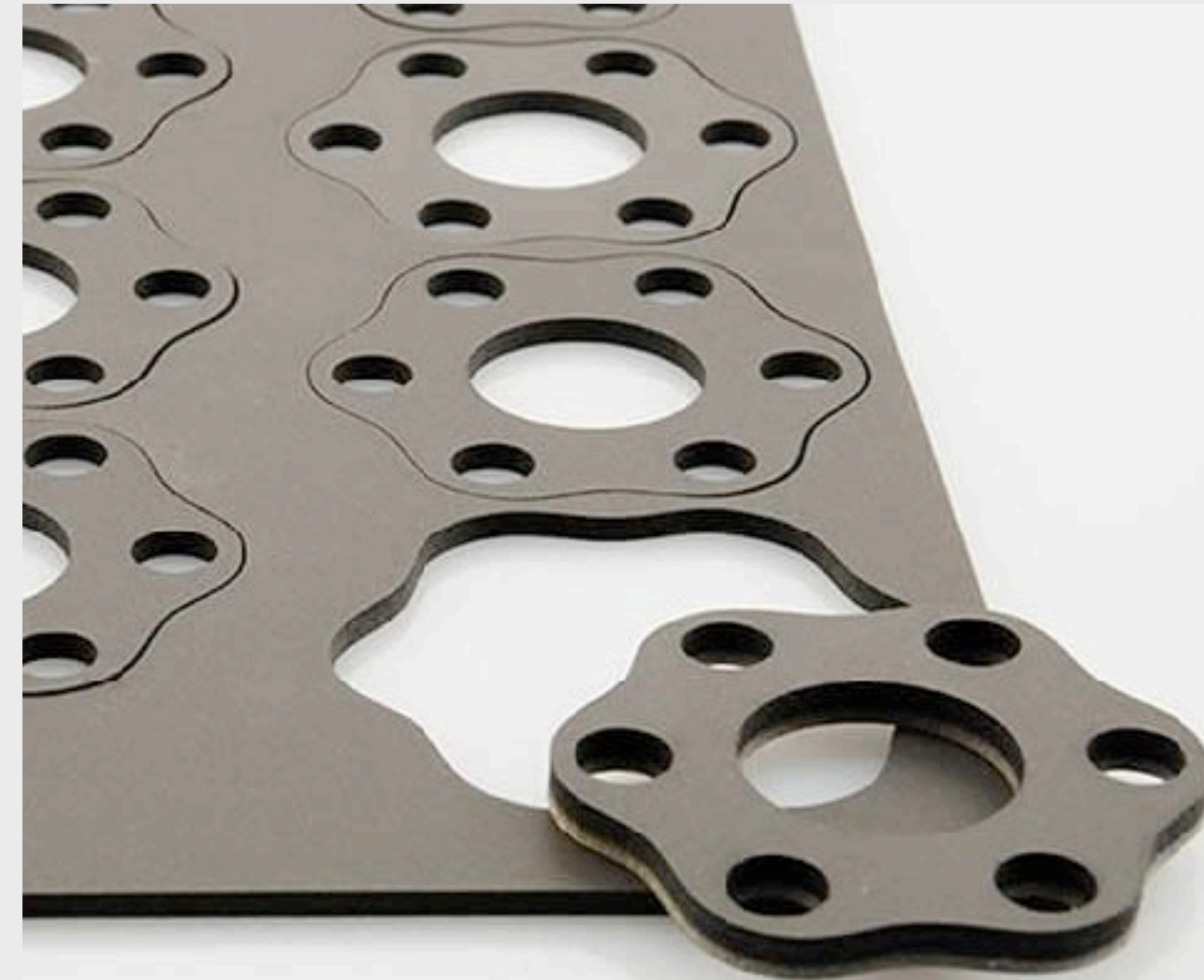
laser, water-jet,
hand tools

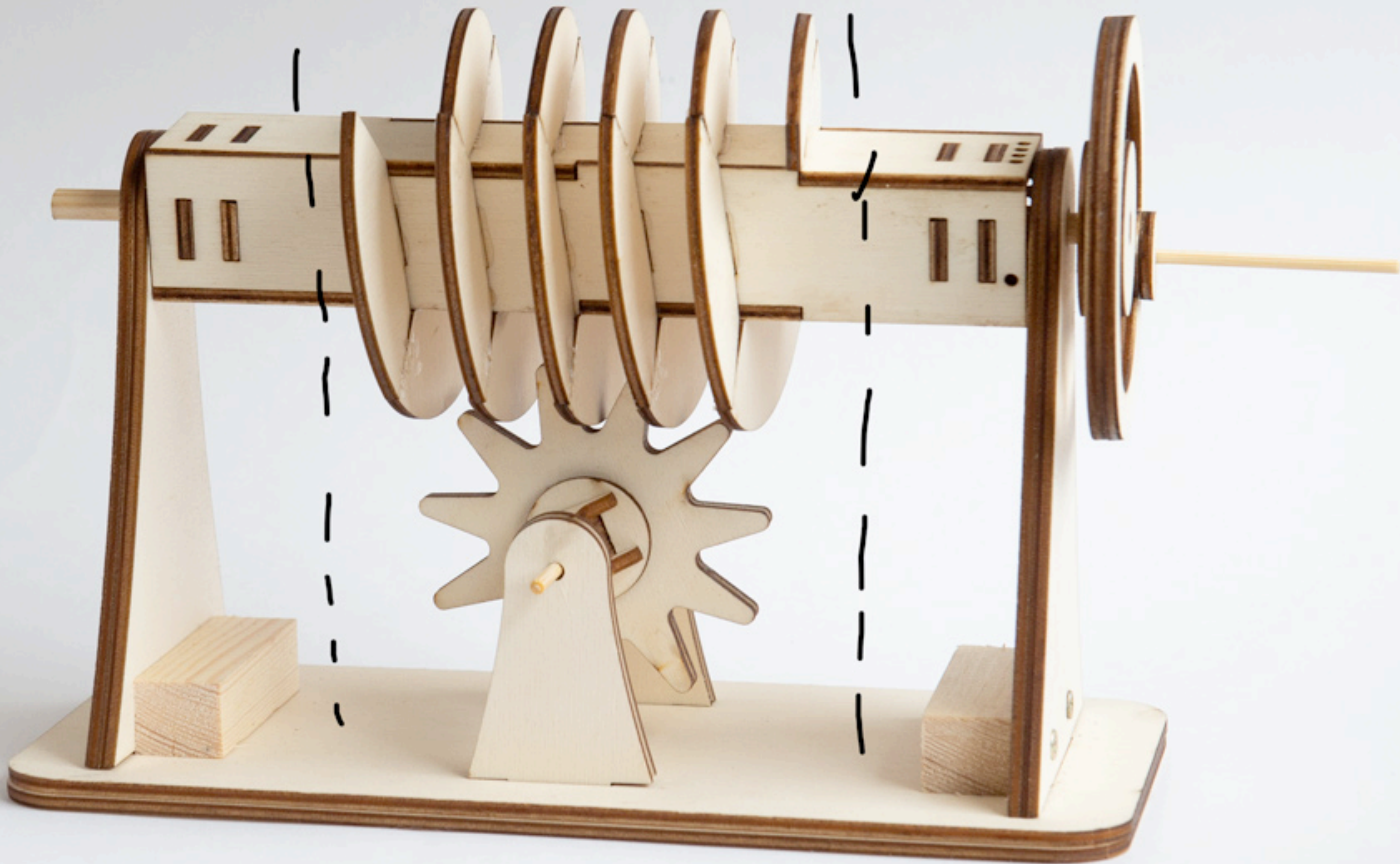
Forming

thermoforming,
vacuum forming

Casting

Laminating





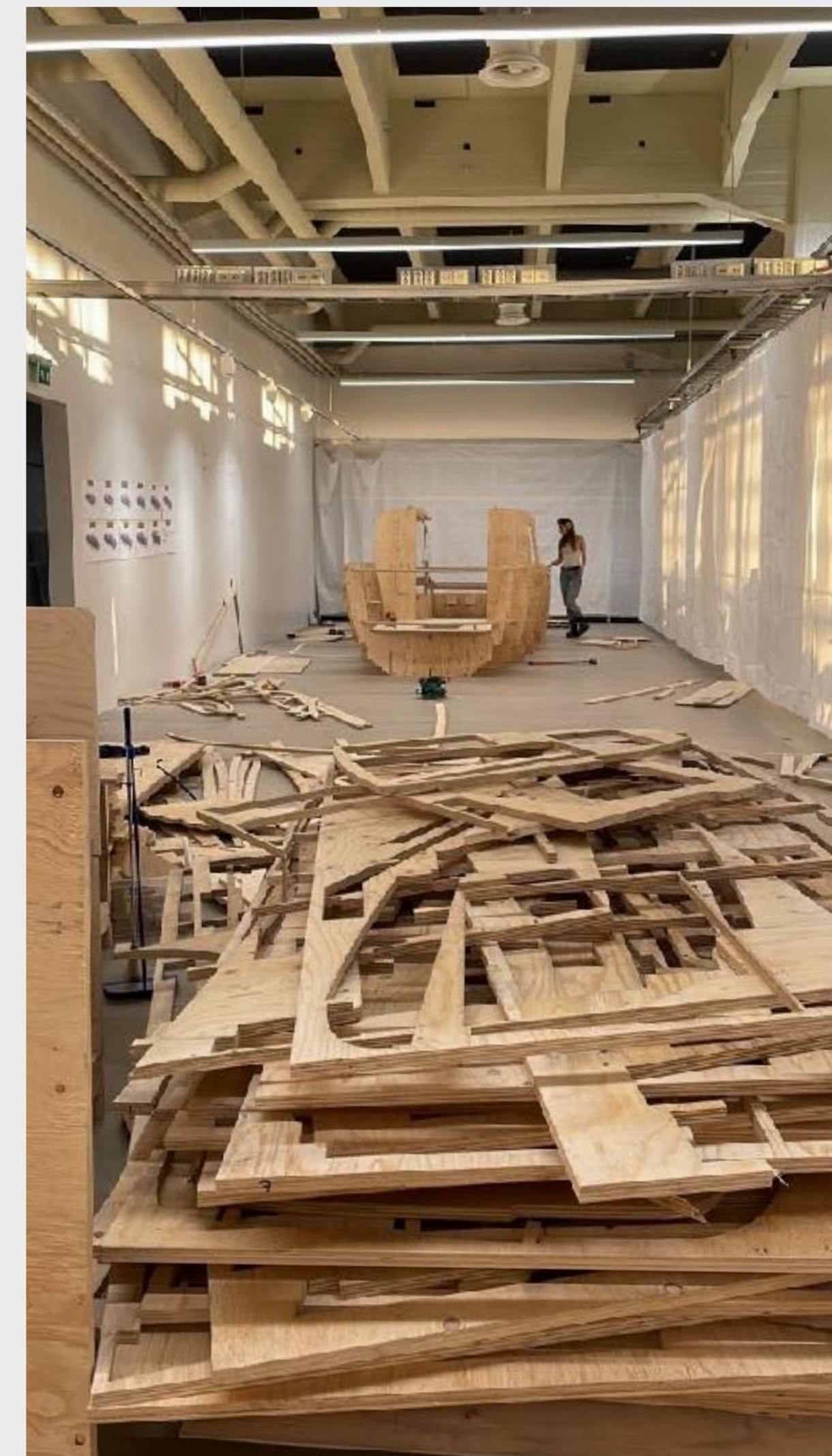
Wood

Cutting

band saw, table saw, hand saw, CNC router, water-jet, laser cutter

Forming

sanding, chiseling, drilling,



Additive manufacturing

Making the model

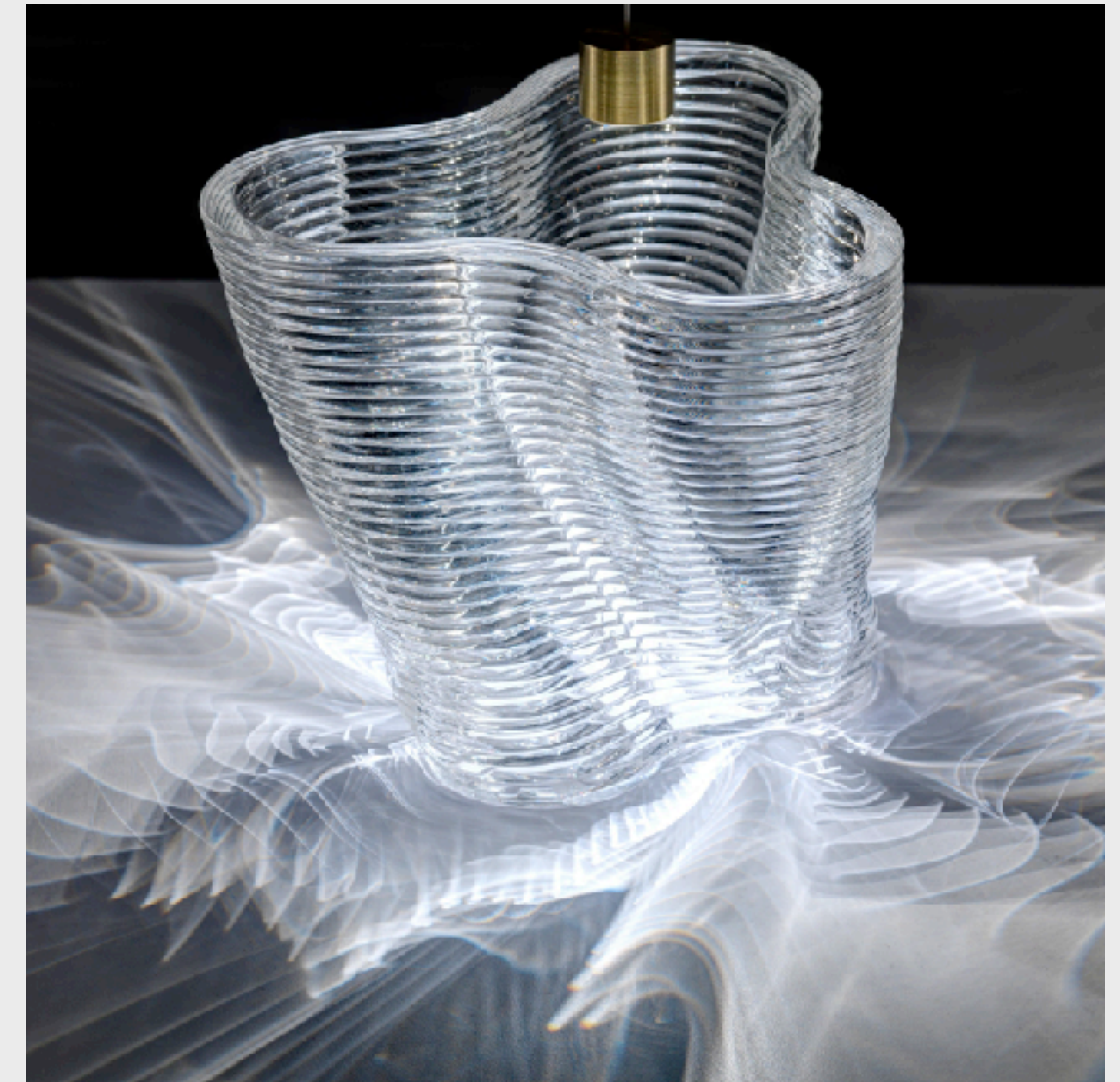
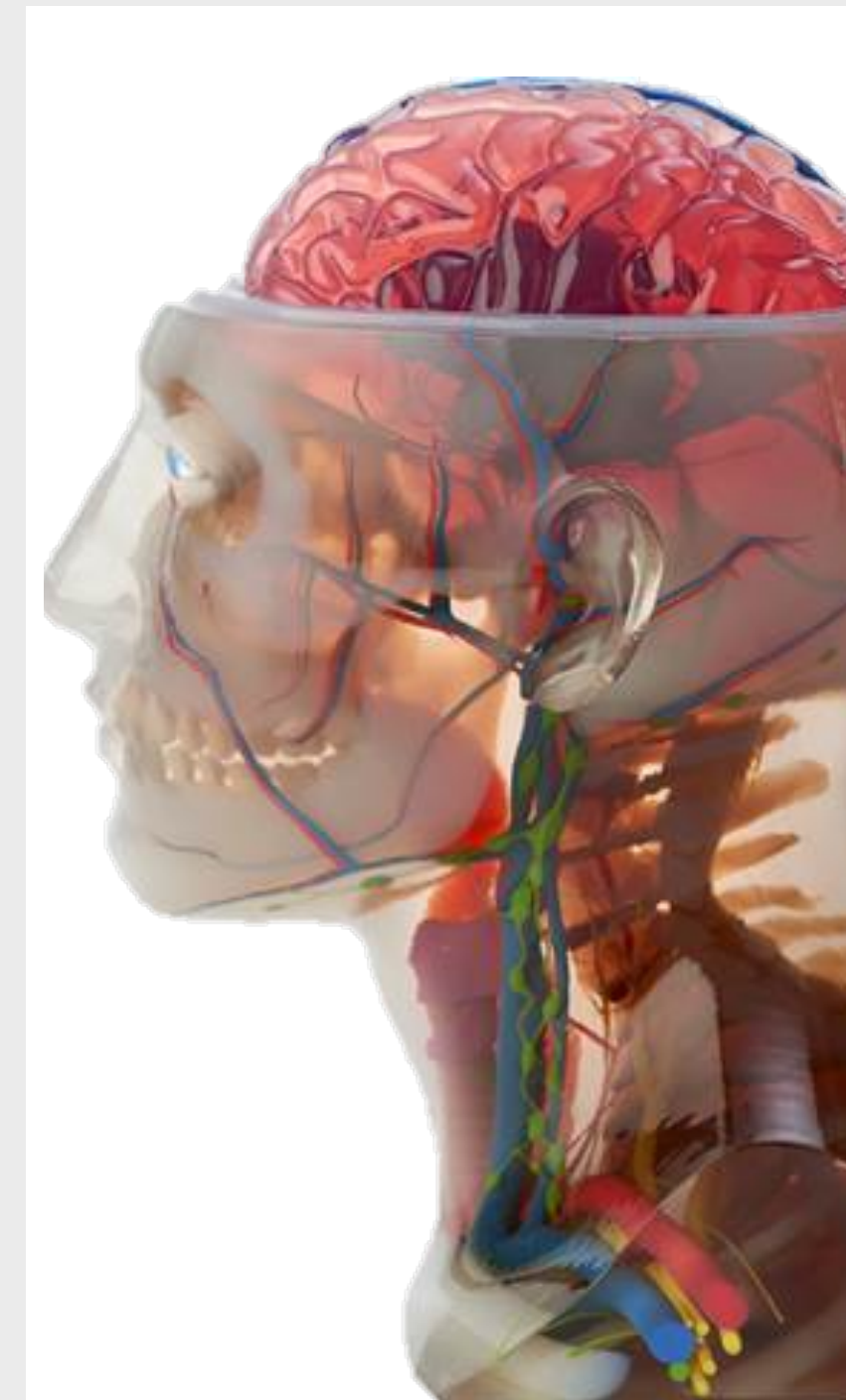
CAD software,
slice the model,
build by layers

Different technologies

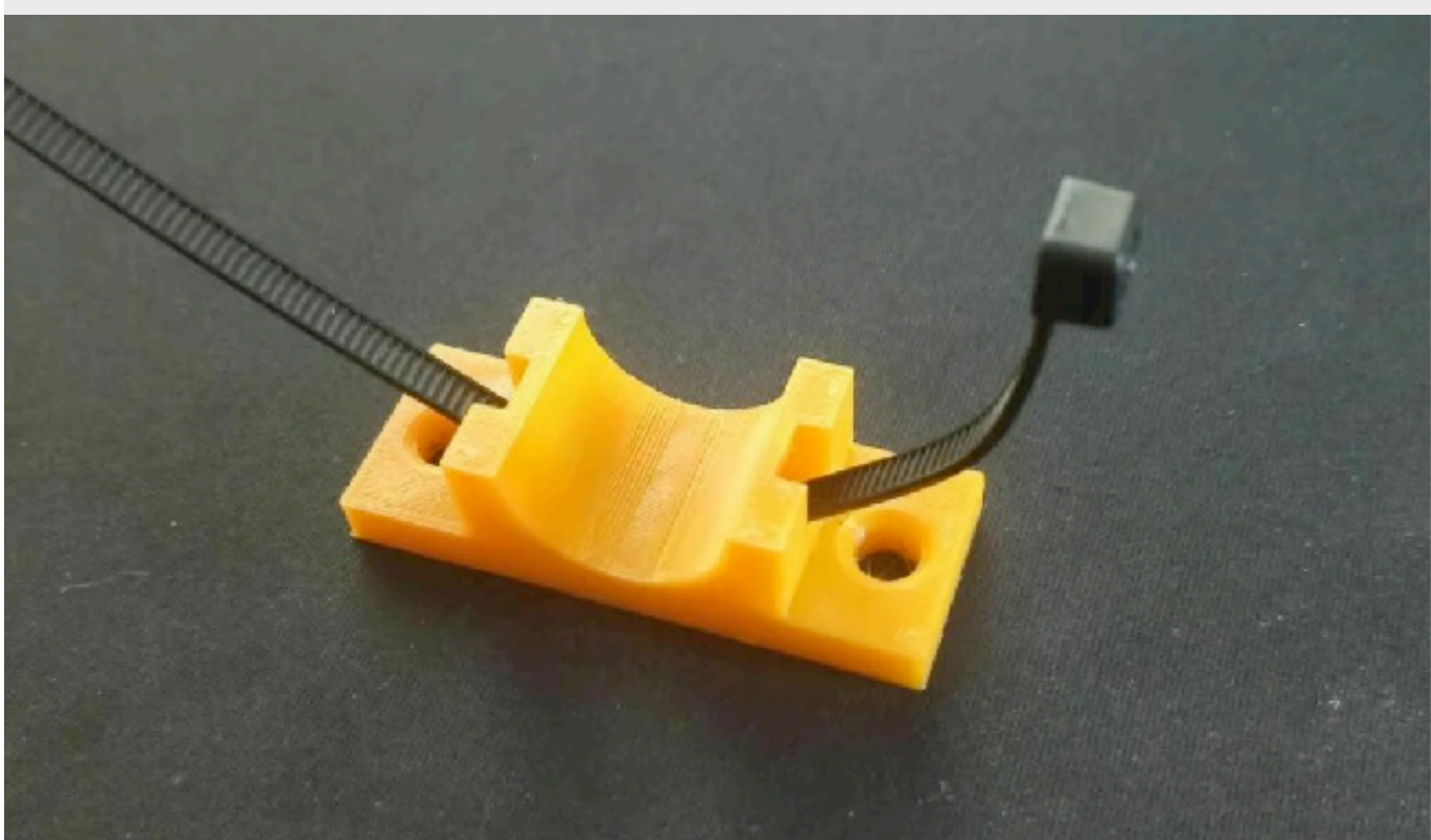
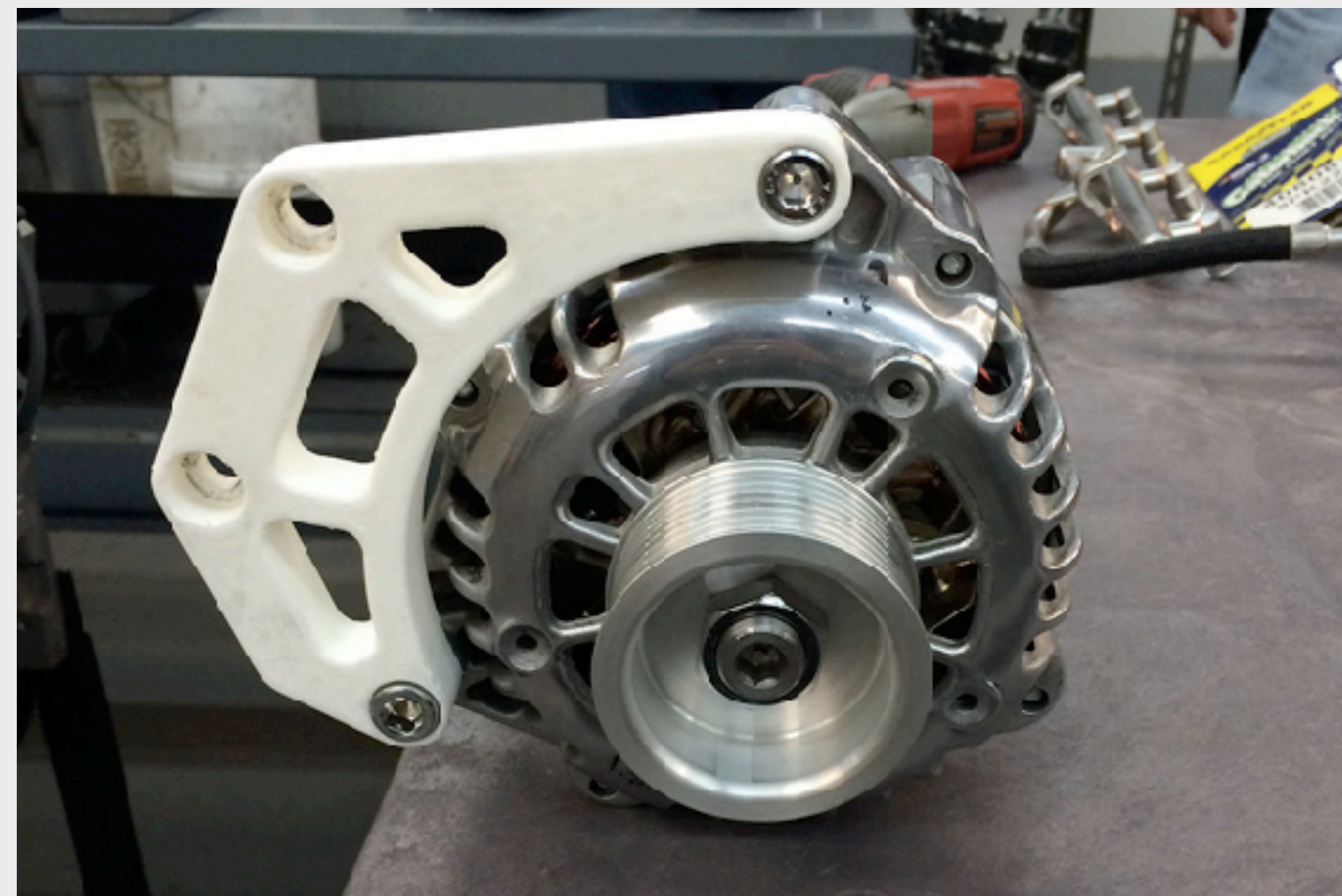
FDM, melted plastic extrusion
SLA, hardening by light
SLS, sintering powder by laser
material jetting, binder jetting

Different materials

many different plastics,
metals



3D-printed parts





Working with foam

Material

Cutting

Sanding

Joining

Painting

Foamed polystyrene

Extruded 'foam'

(2500 mm x 600 mm x 140 mm)

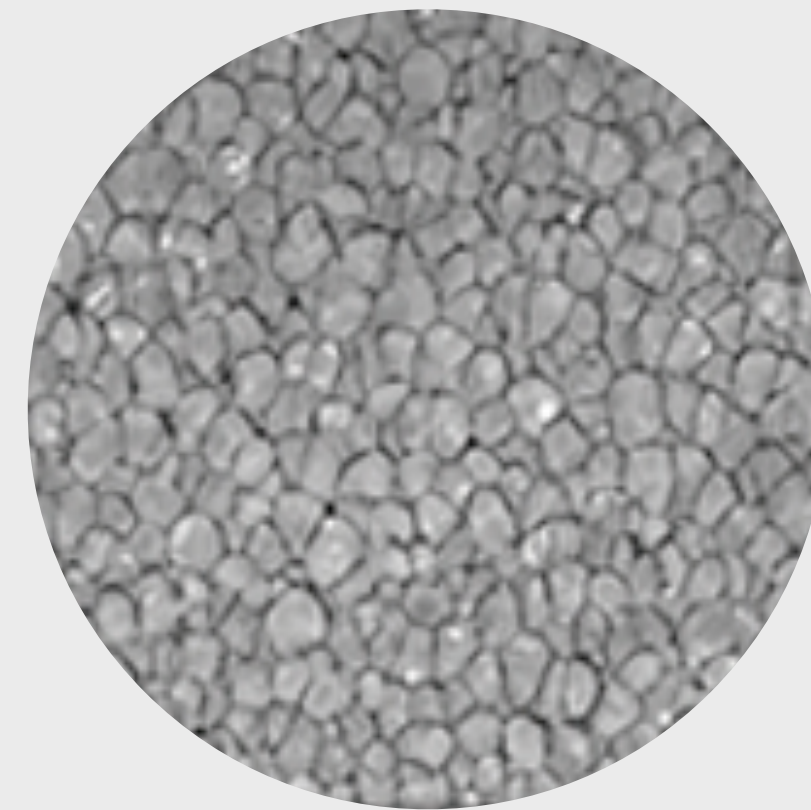
Expanded 'styrox'

(2400 mm x 1200 mm x 800 mm)

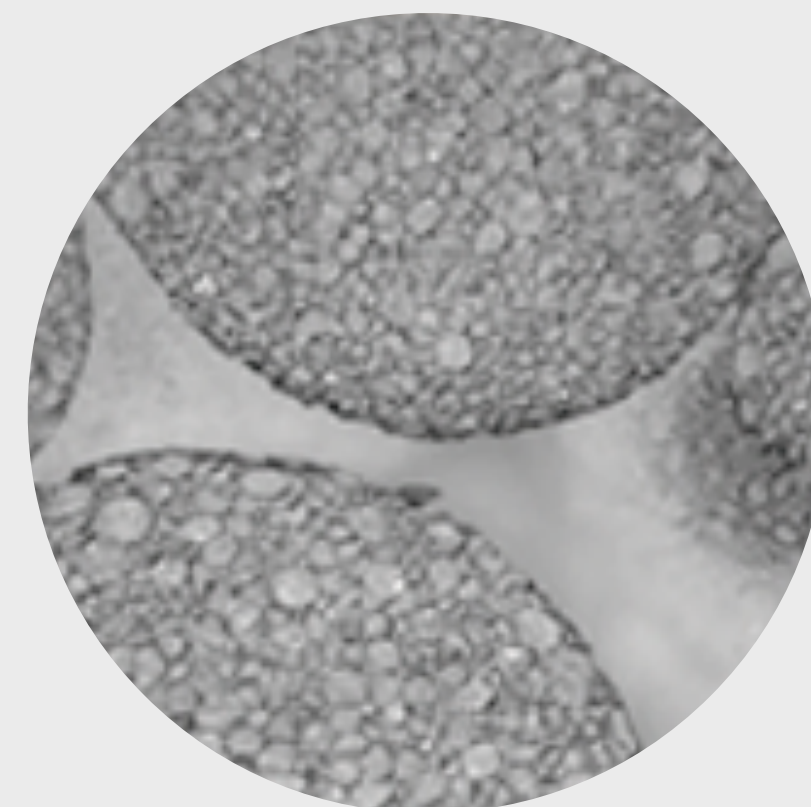
Glueing with polyurethane wood glue,
or double-sided tape

Paint with water based paint,
solvents melt foam

Free forms, organic shapes possible.



XPS



EPS



snorkel

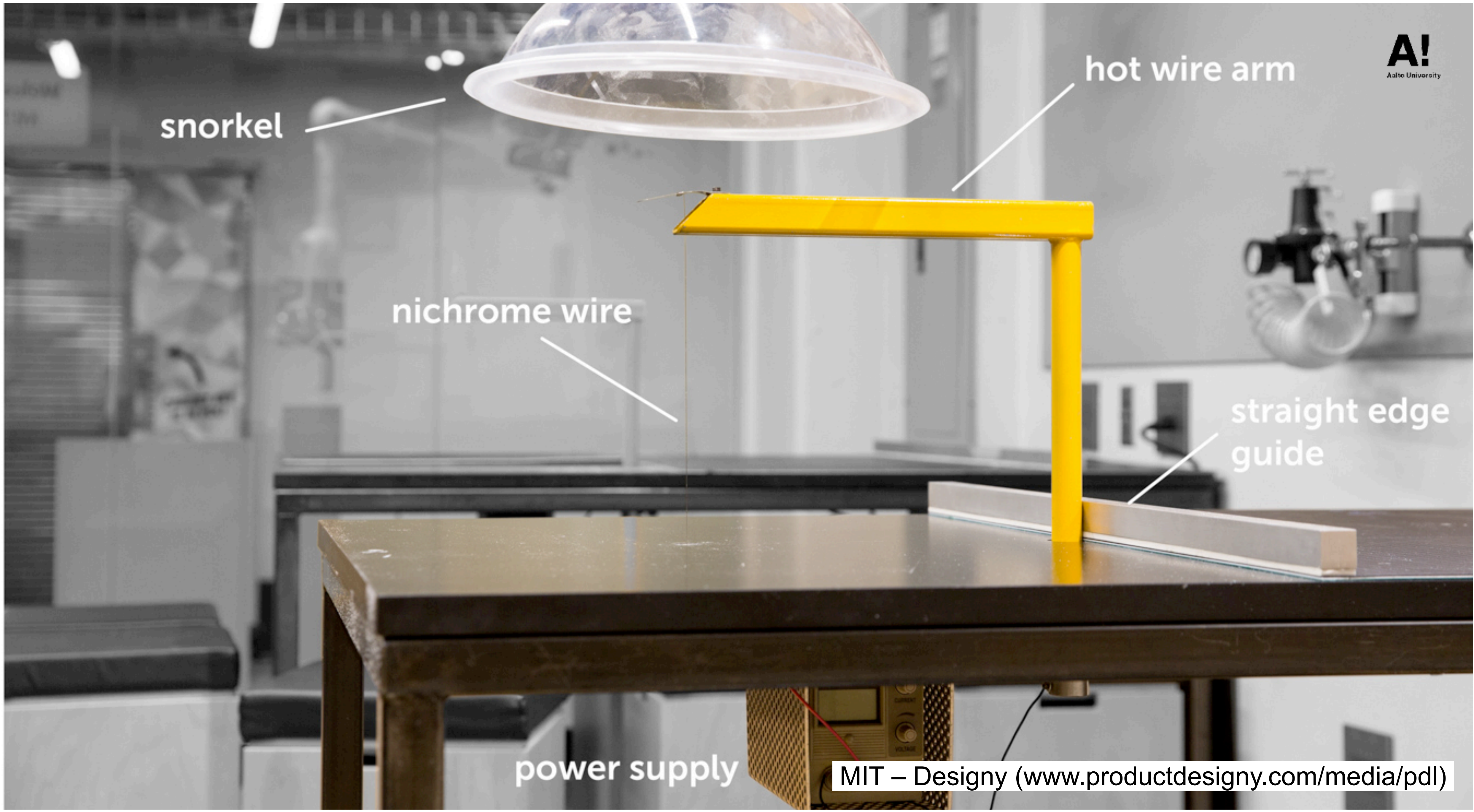
hot wire arm

nichrome wire

straight edge
guide

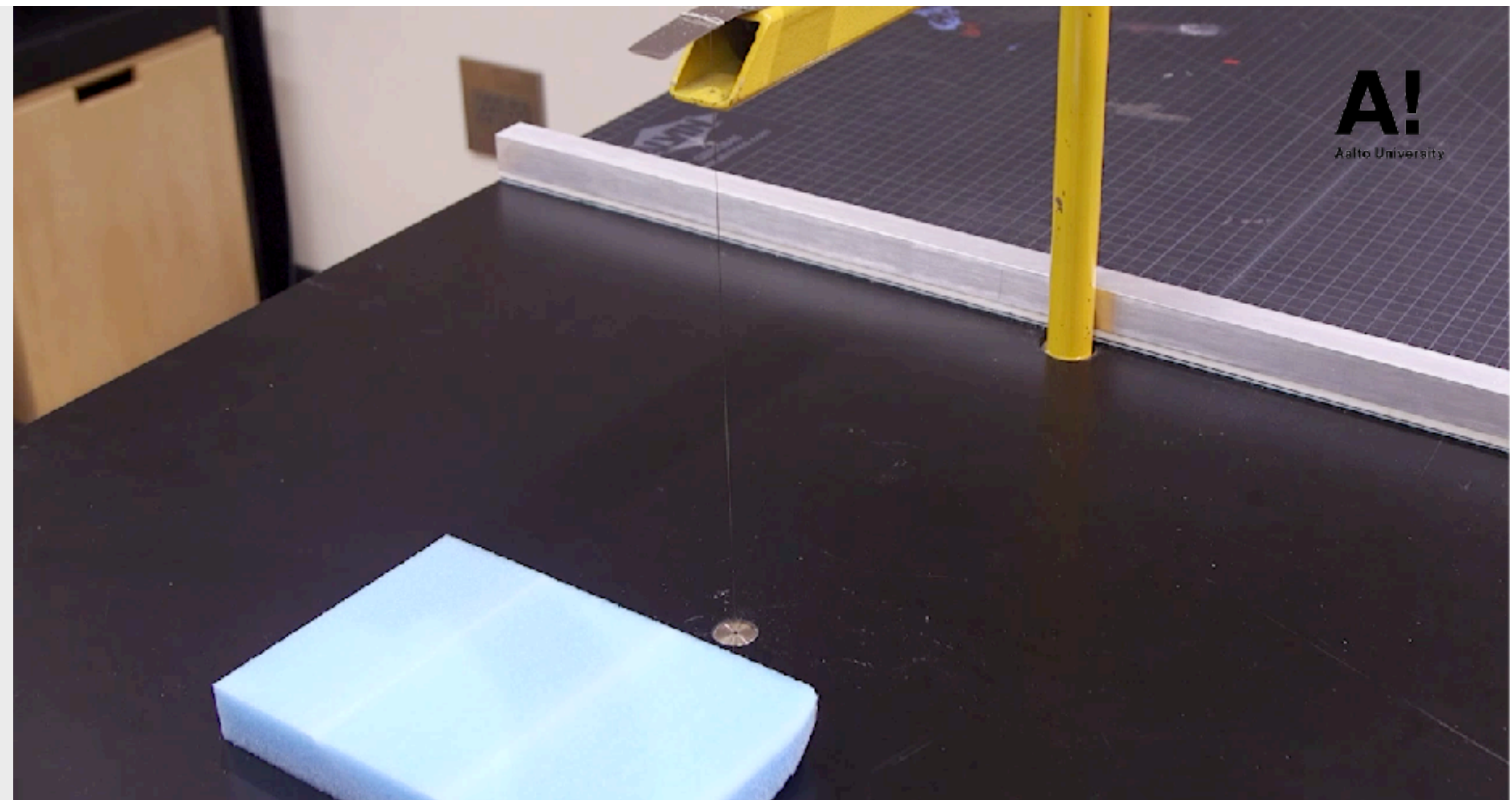
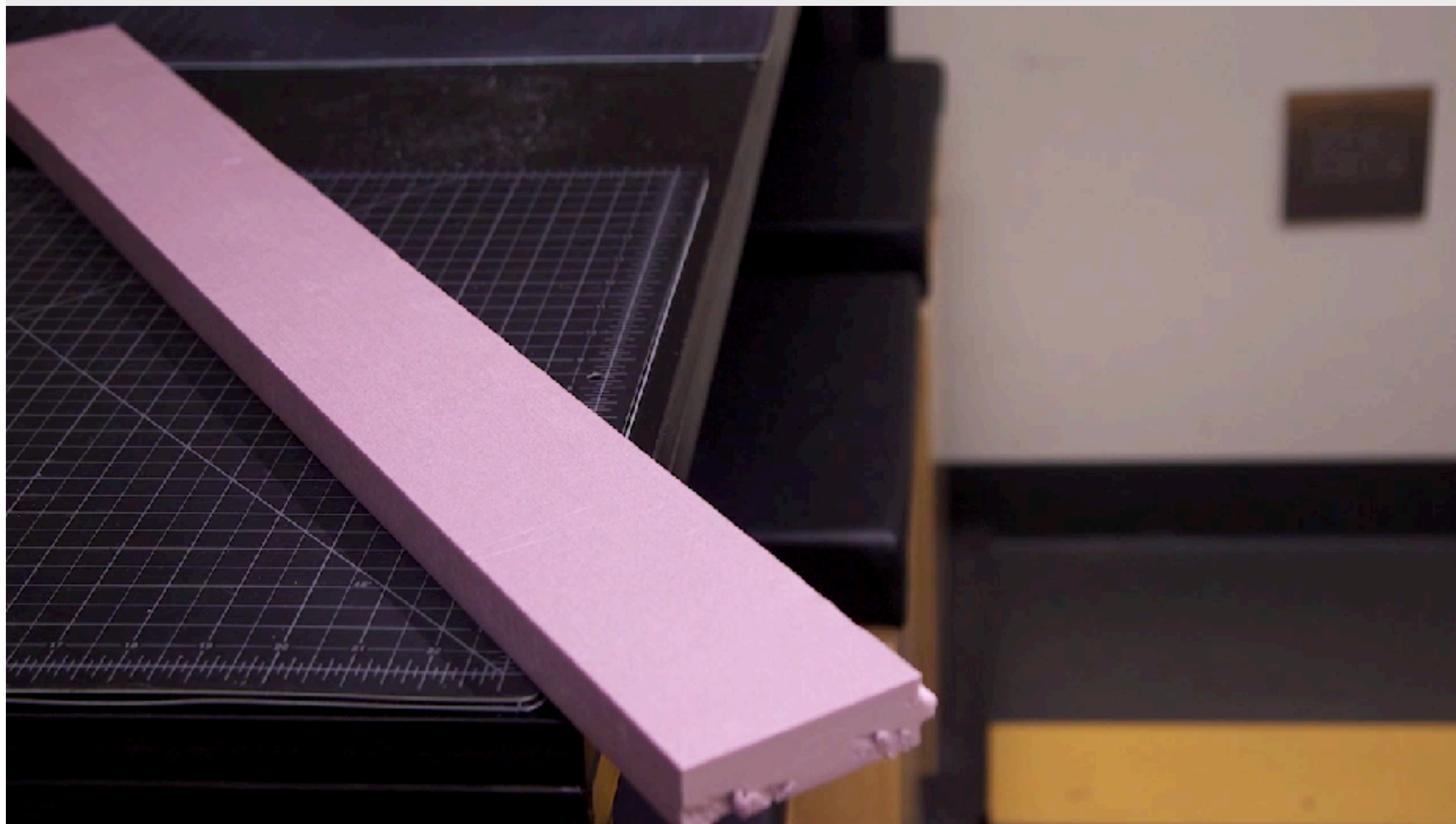
power supply

MIT – Designy (www.productdesigny.com/media/pdl)



Cutting

Check that wire is perpendicular
Speed too fast and wire will flex, too slow and you will melt a larger 'hole'

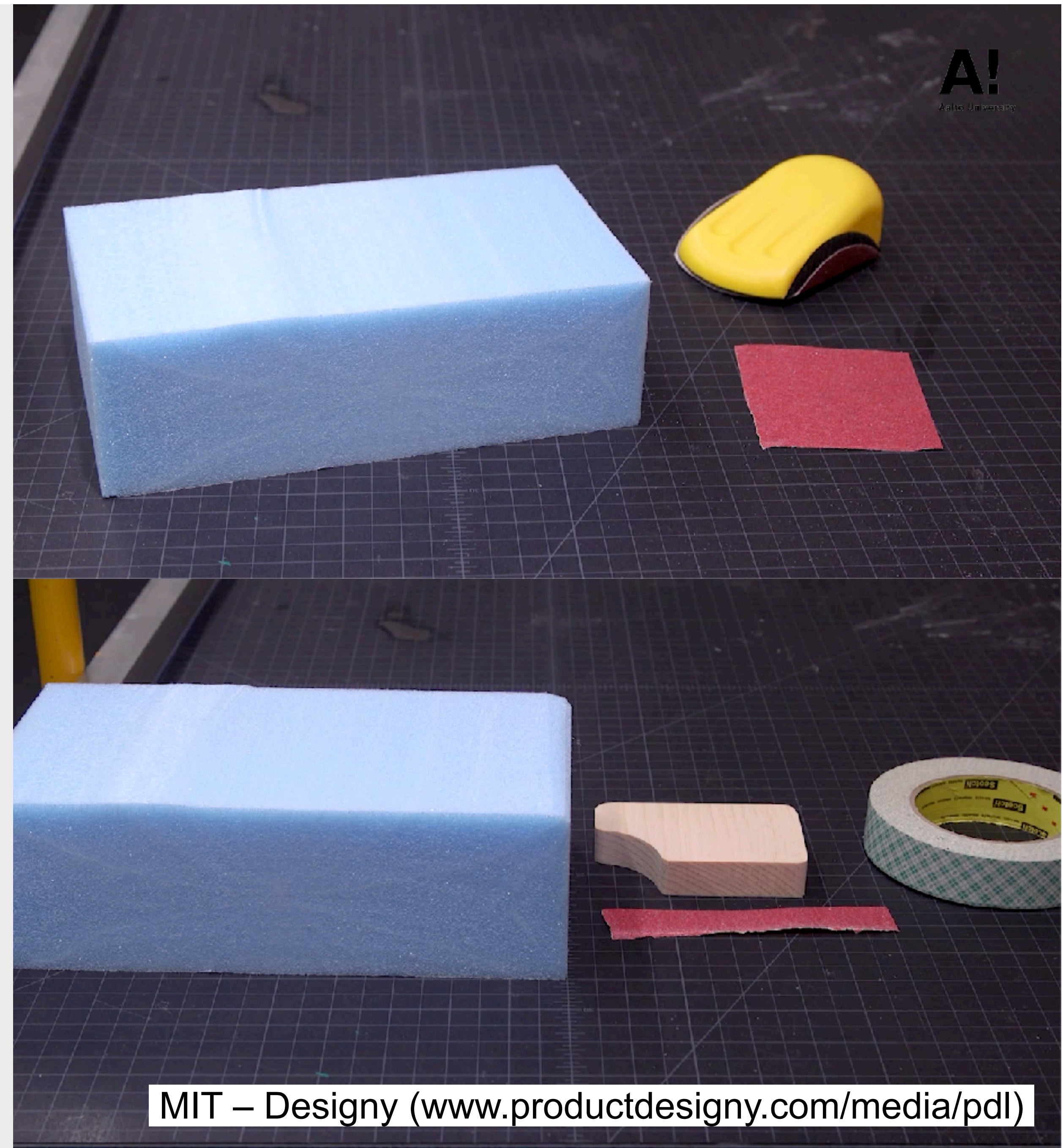


Sanding

Use a sanding block otherwise you can easily introduce curvature from the way you are holding the sand paper.

Shaped sanding blocks can give you exactly the curvature you want.

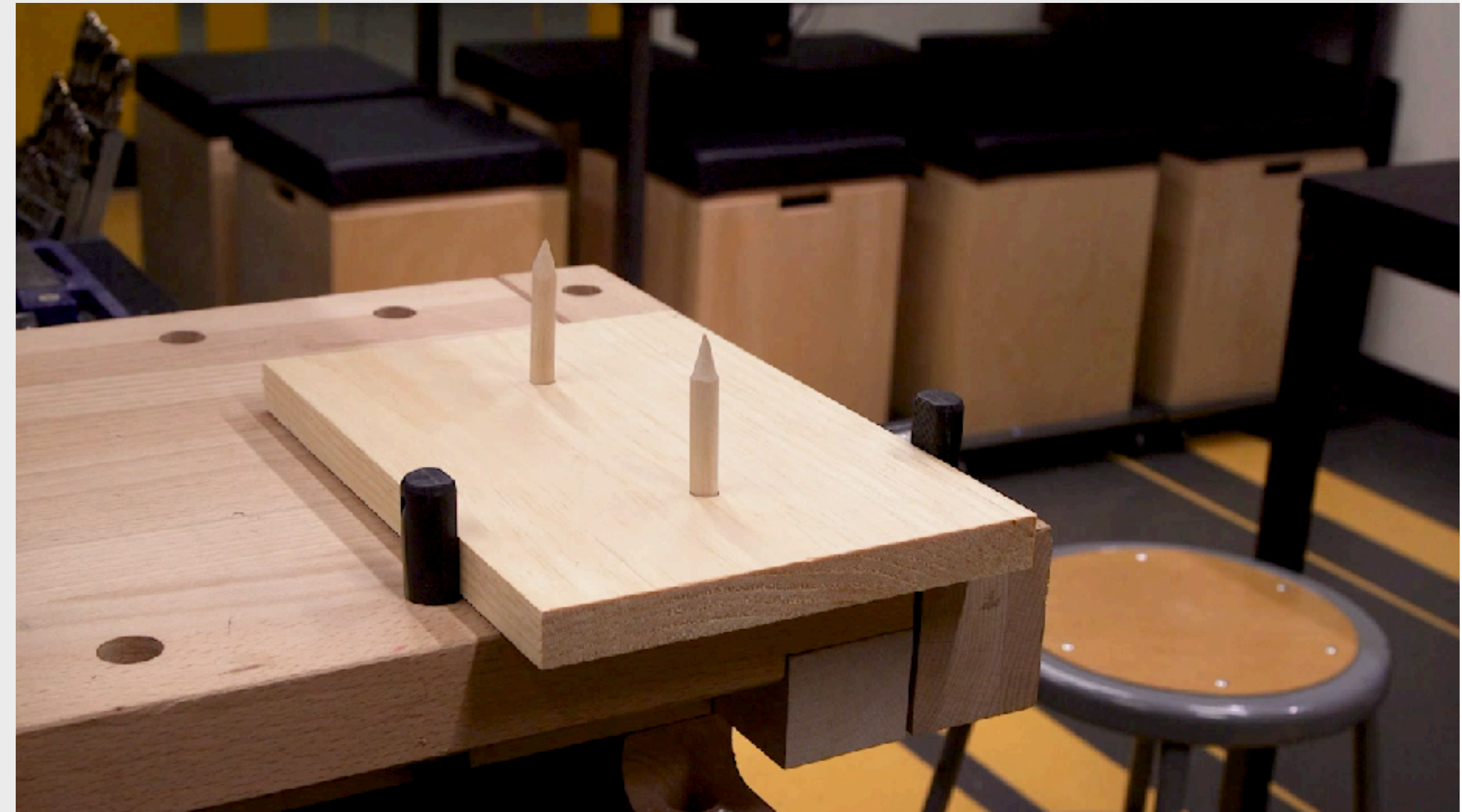
Rasps can remove a lot of material very quickly, but are not as precise.



Joining

Glue with polyurethane wood glue, double-sided tape, or spray glue such as 'Super 77' — **if unsure, test!**

Mechanical attachments are also possible, with toothpicks, or larger wooden stakes. Don't undo/redo the attachment, the holes will get bigger every time and become loose.



Painting

Use **water based paints** such as acrylic paint. **Solvents melt polystyrene.**



Working with sheets

Material

Tools

Joining & forming

Foamcore, foamboard, kapa & (corrugated) cardboard

Paper or plastic surface

Polystyrene or polyurethane foam sandwich

Cutting

utility ('Olfa') knife & straight edge, laser cutter

Glueing

hot glue gun

Planar object, cylinders

'sheet metal' structures



Tools

T-square & straight edge — get your angles right and cut lines straight

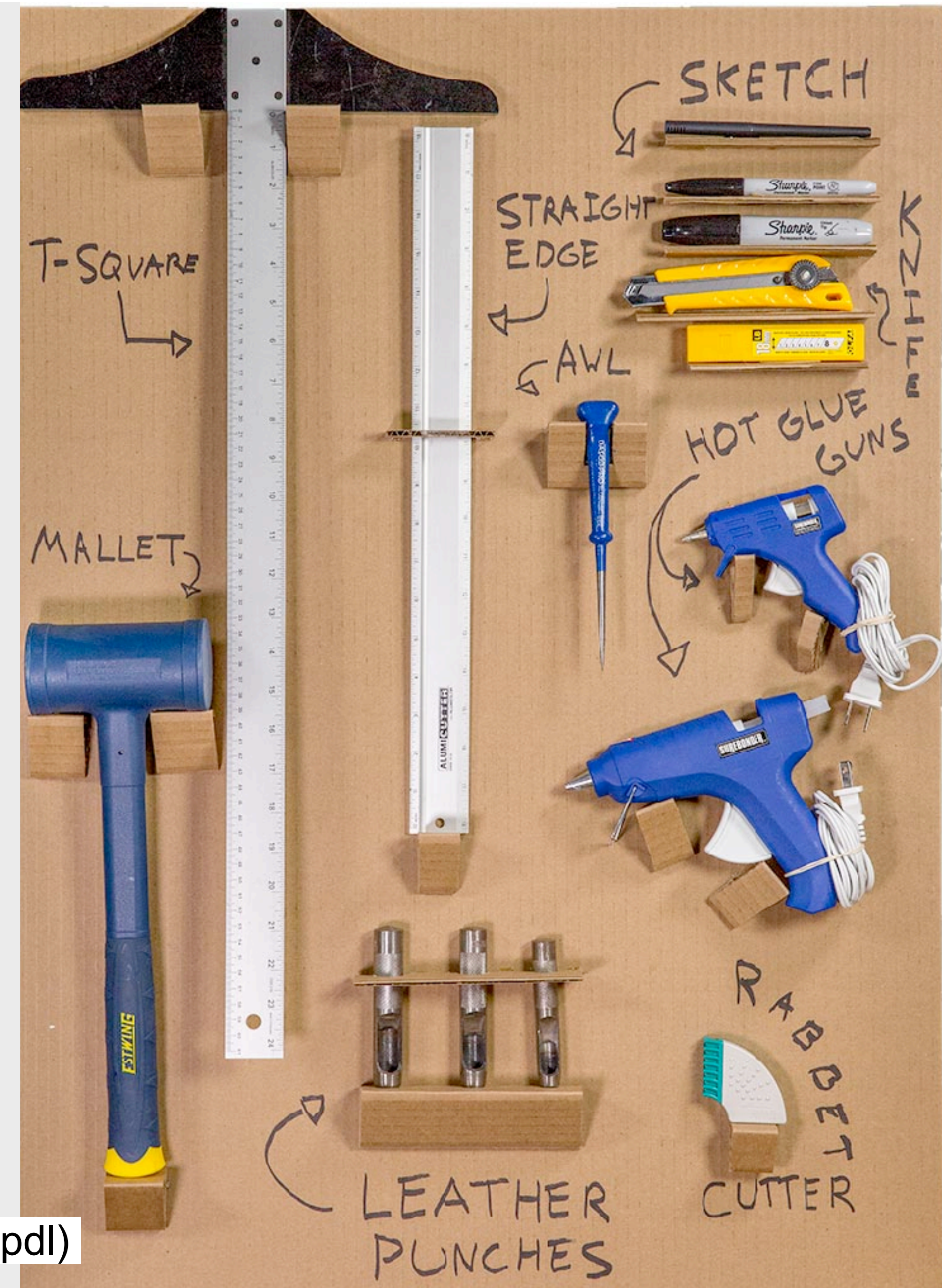
Awl, mallet & leather punches for making holes

Hot glue guns set quick quickly, for more time to adjust, use traditional wood glue

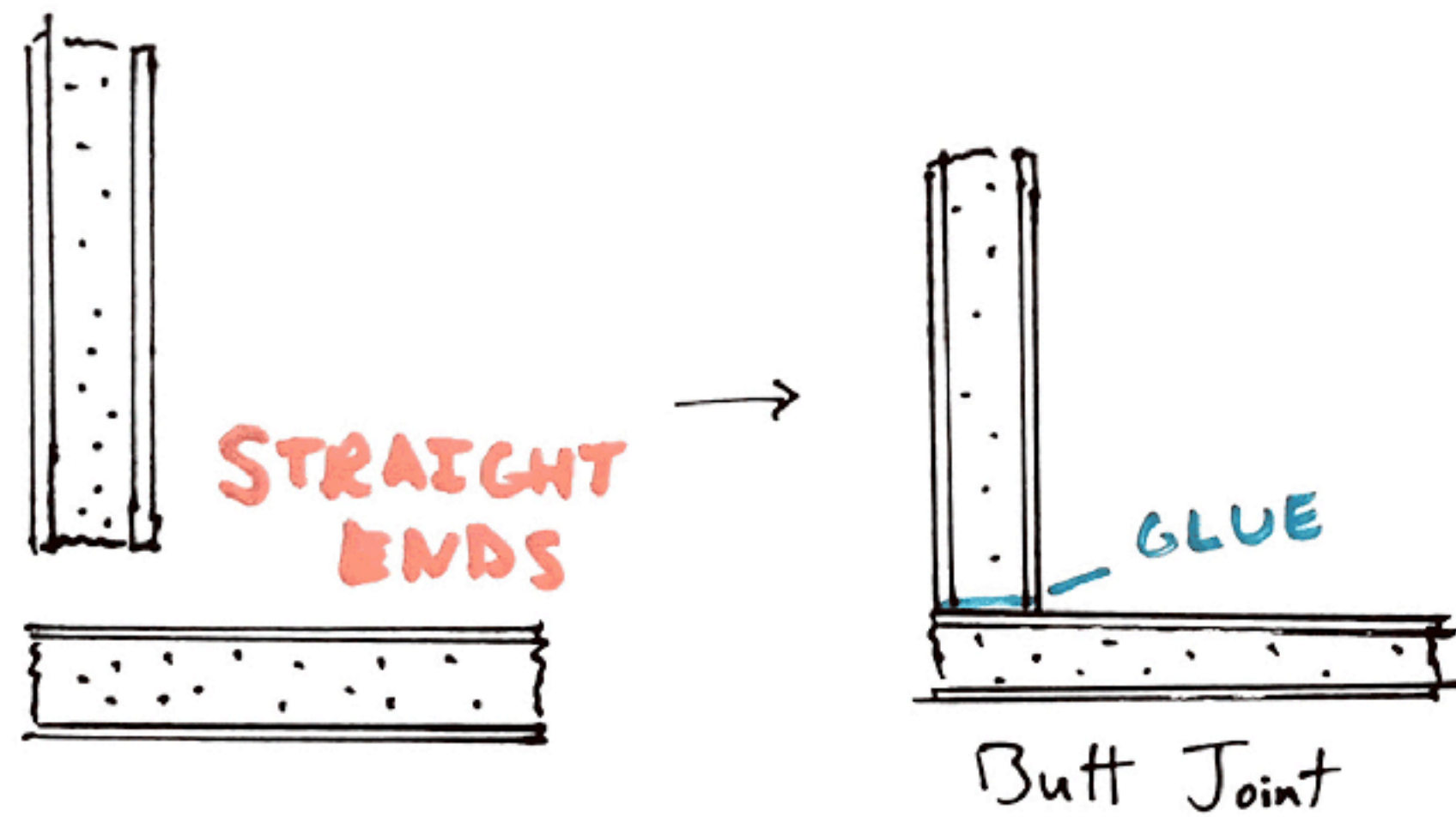
Knives use a knife for a better edge — don't use scissors, they squash the core!

Rabbit — special tool for fancy joints

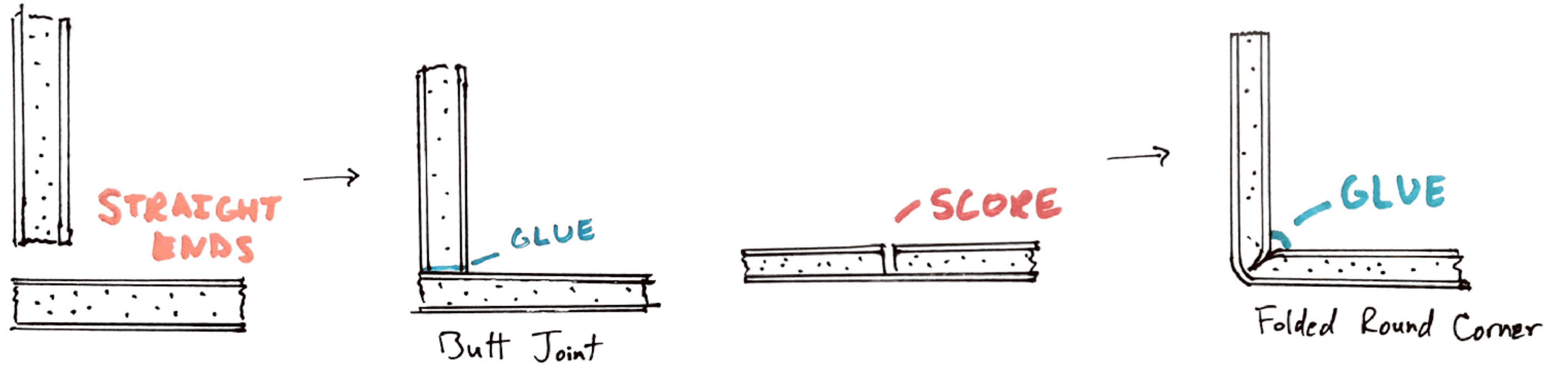
MIT – Designy (www.productdesigny.com/media/pdl)



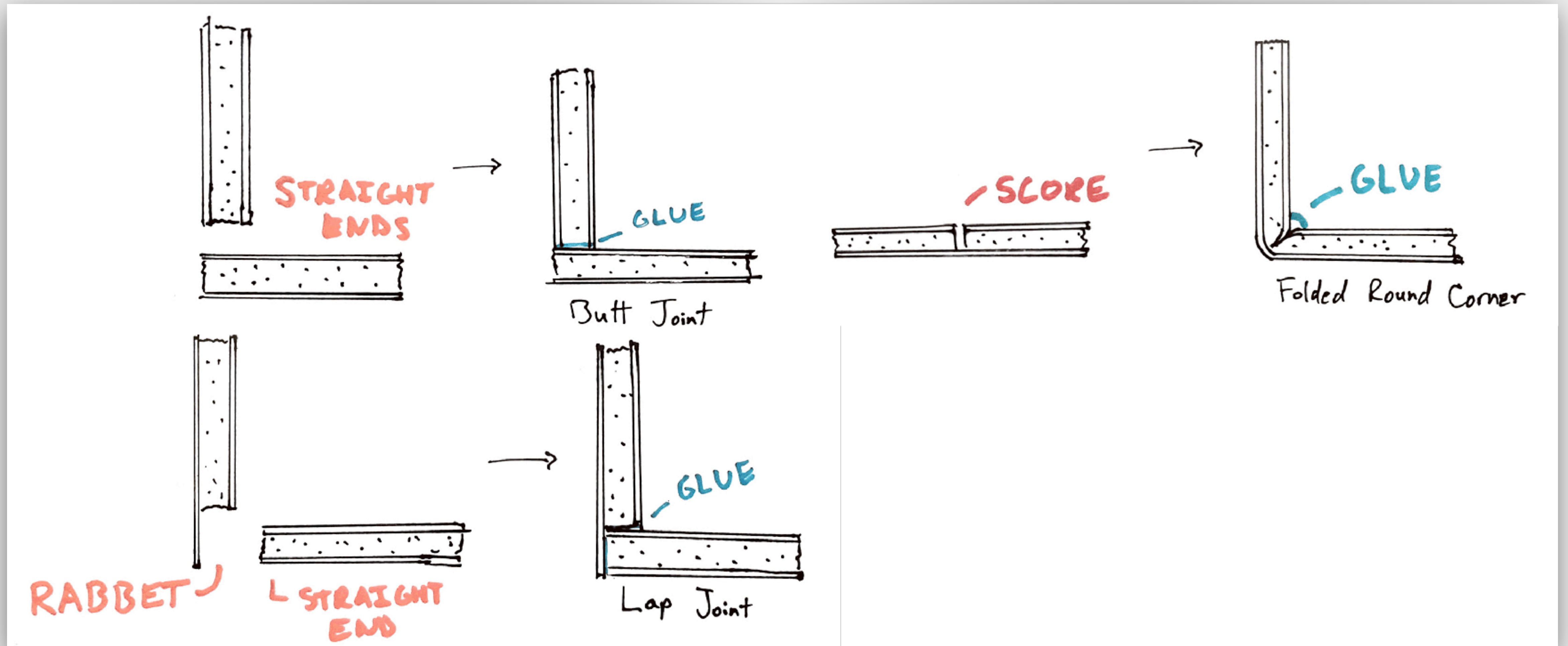
Joining & forming



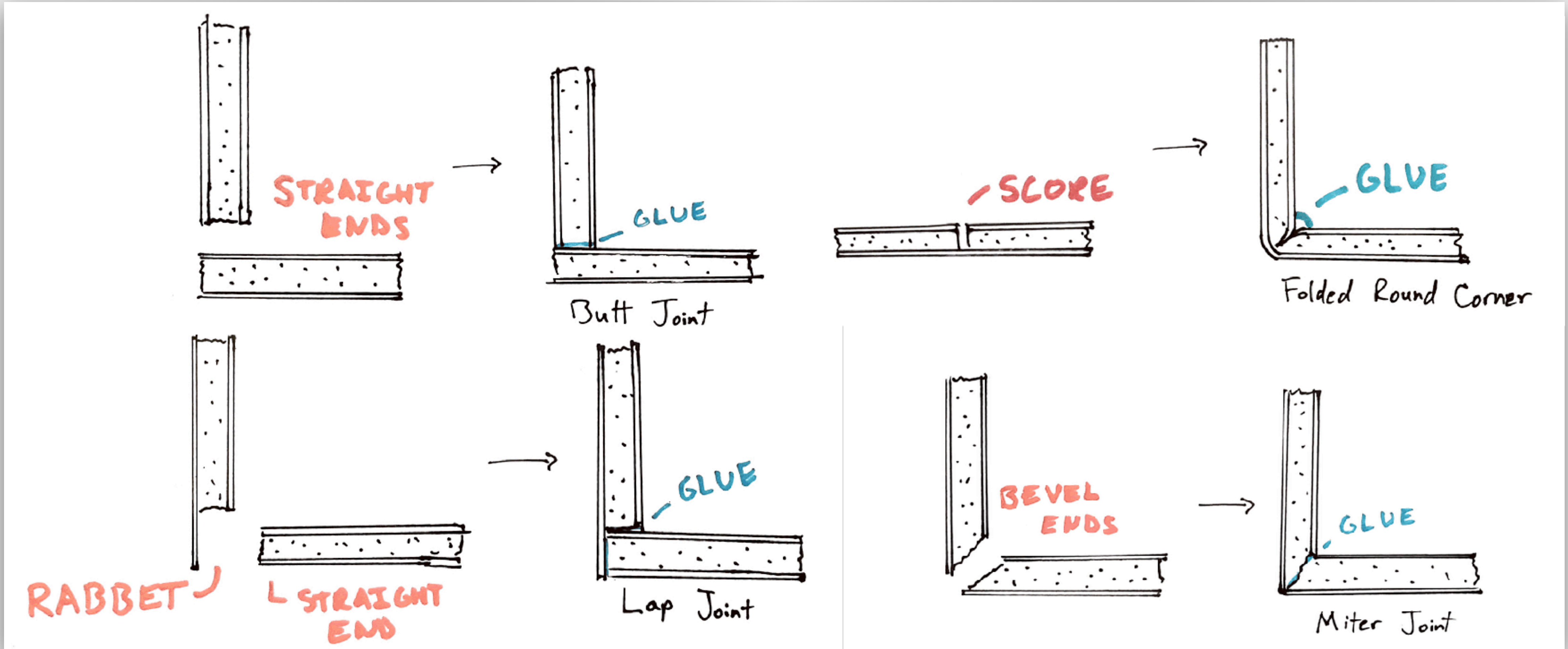
Joining & forming



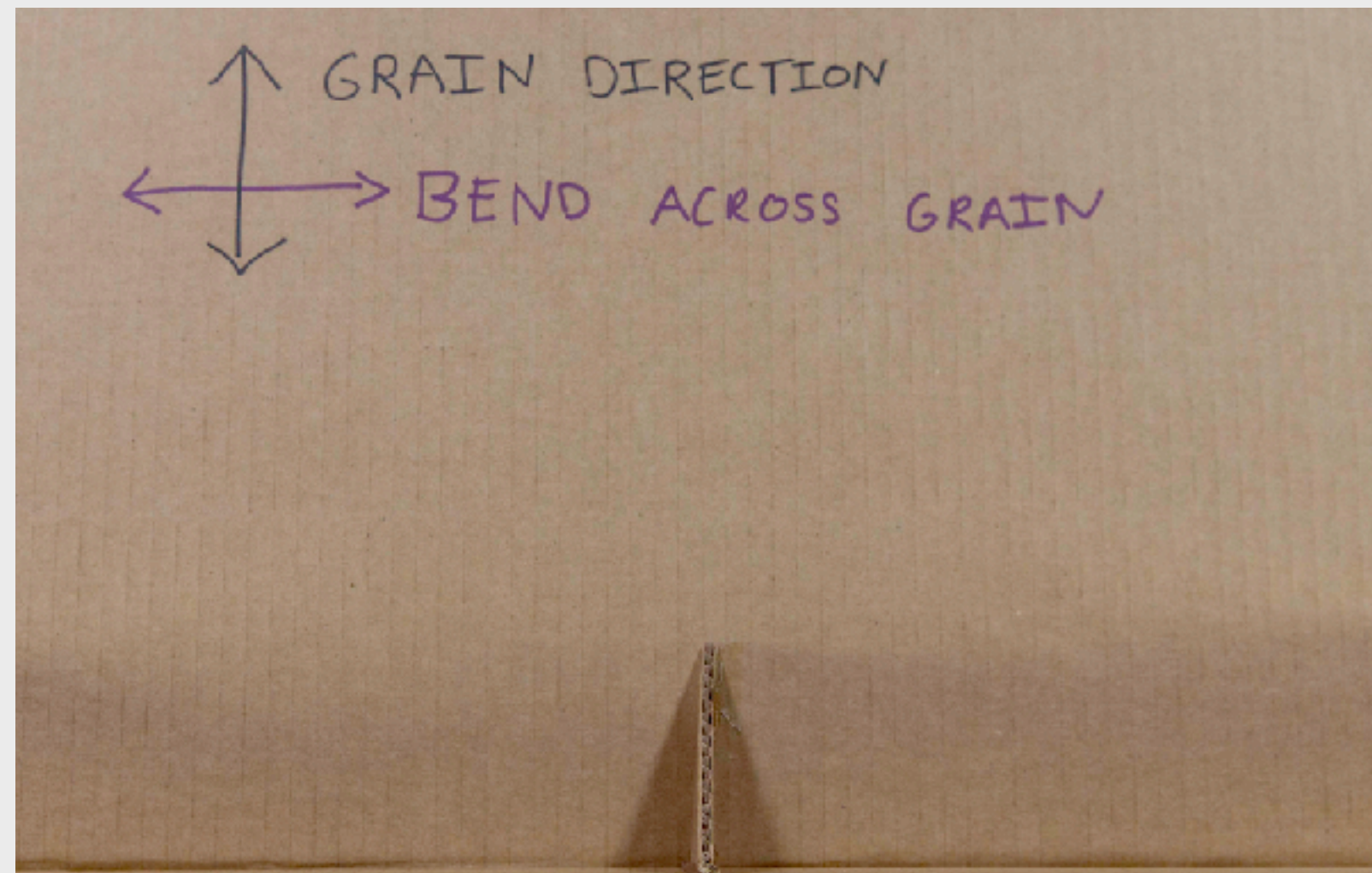
Joining & forming



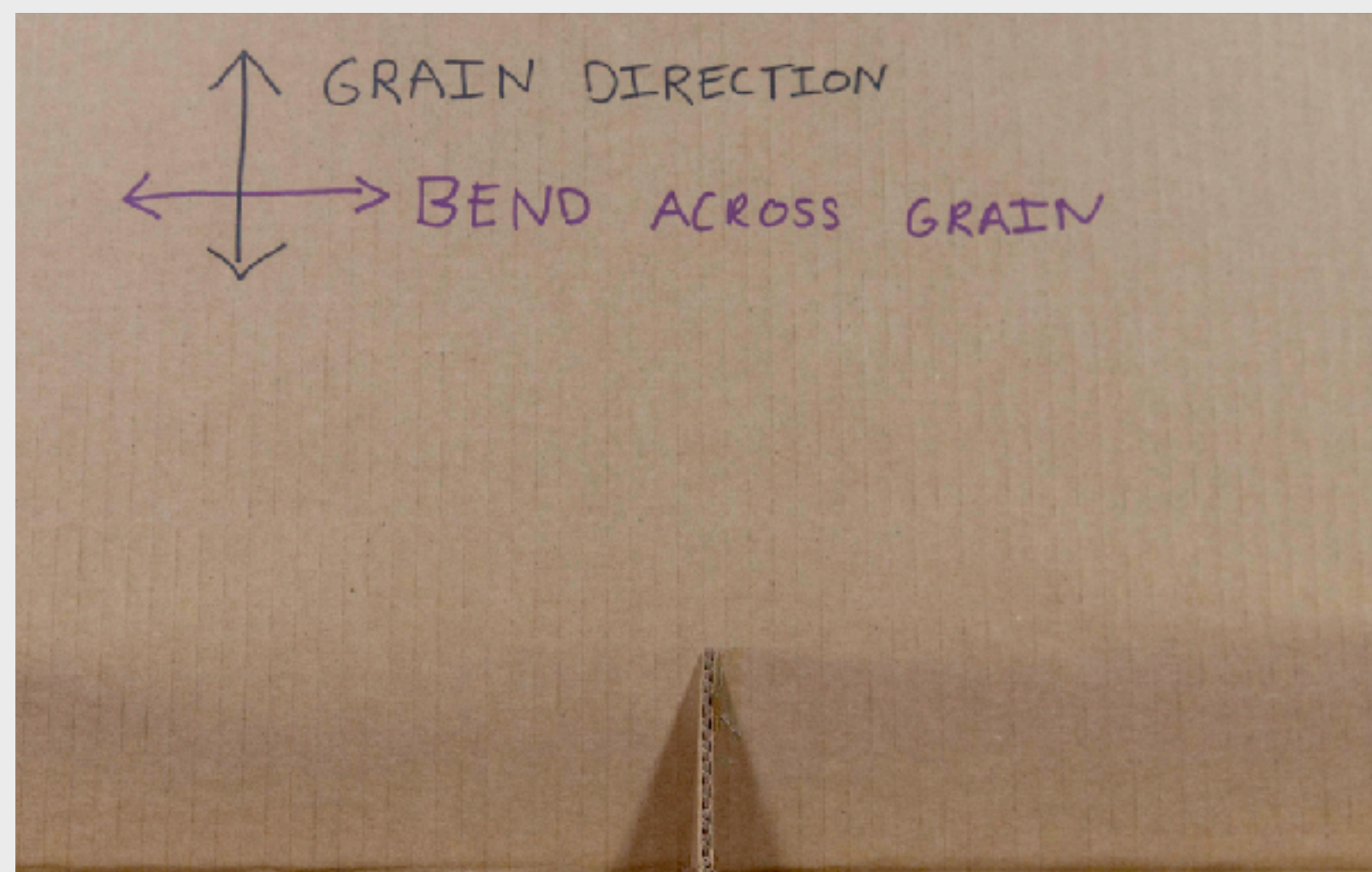
Joining & forming



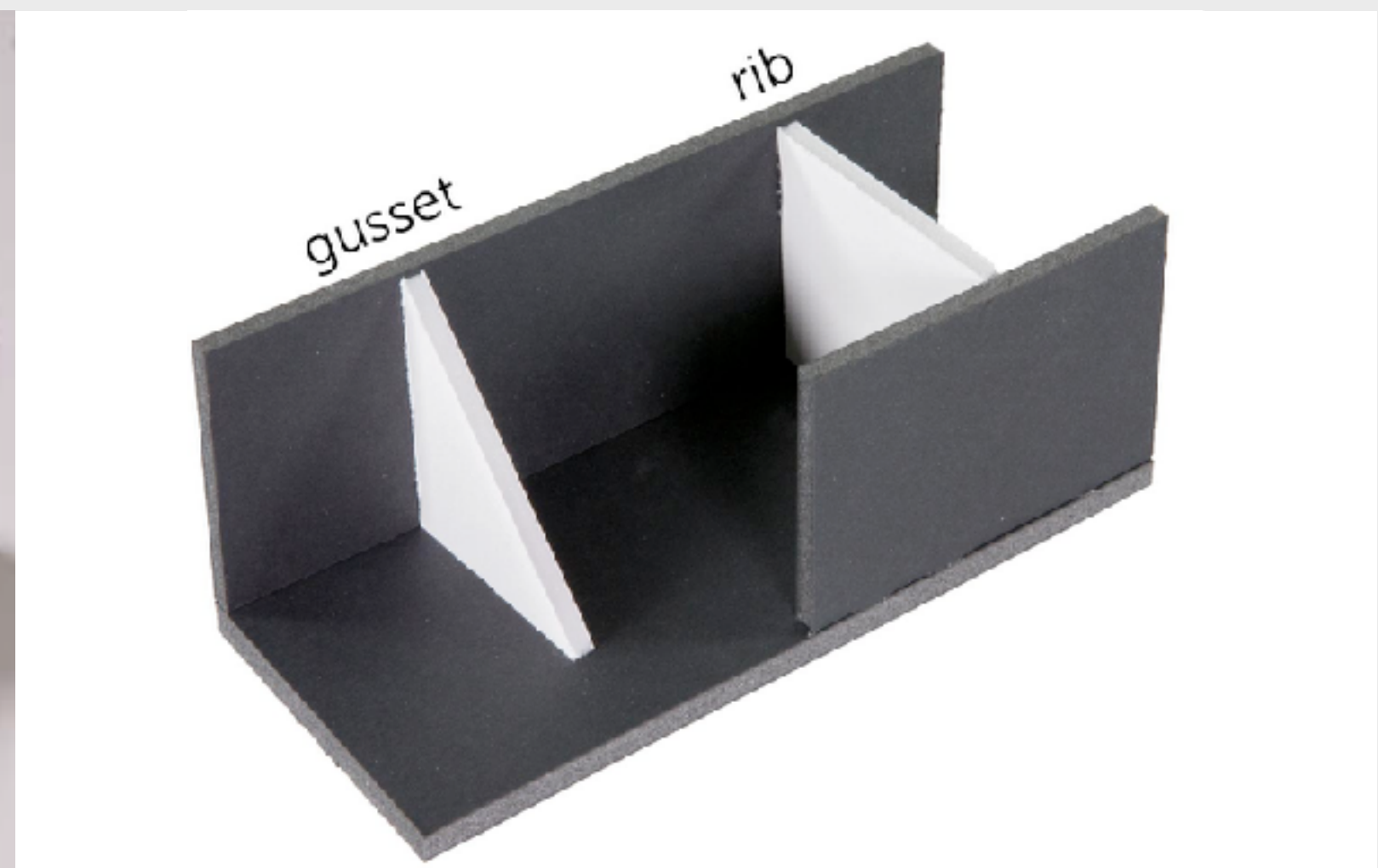
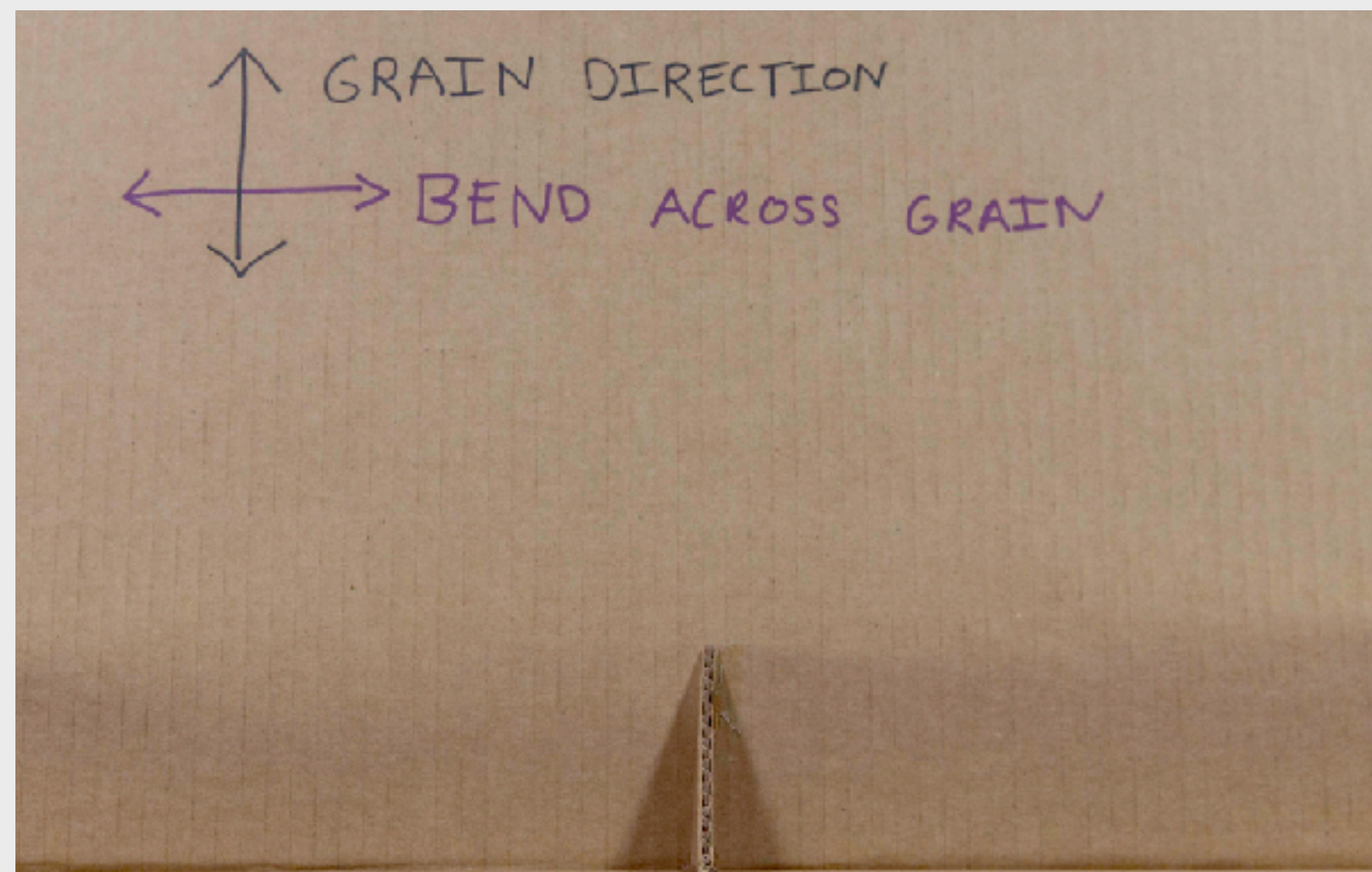
Joining & forming



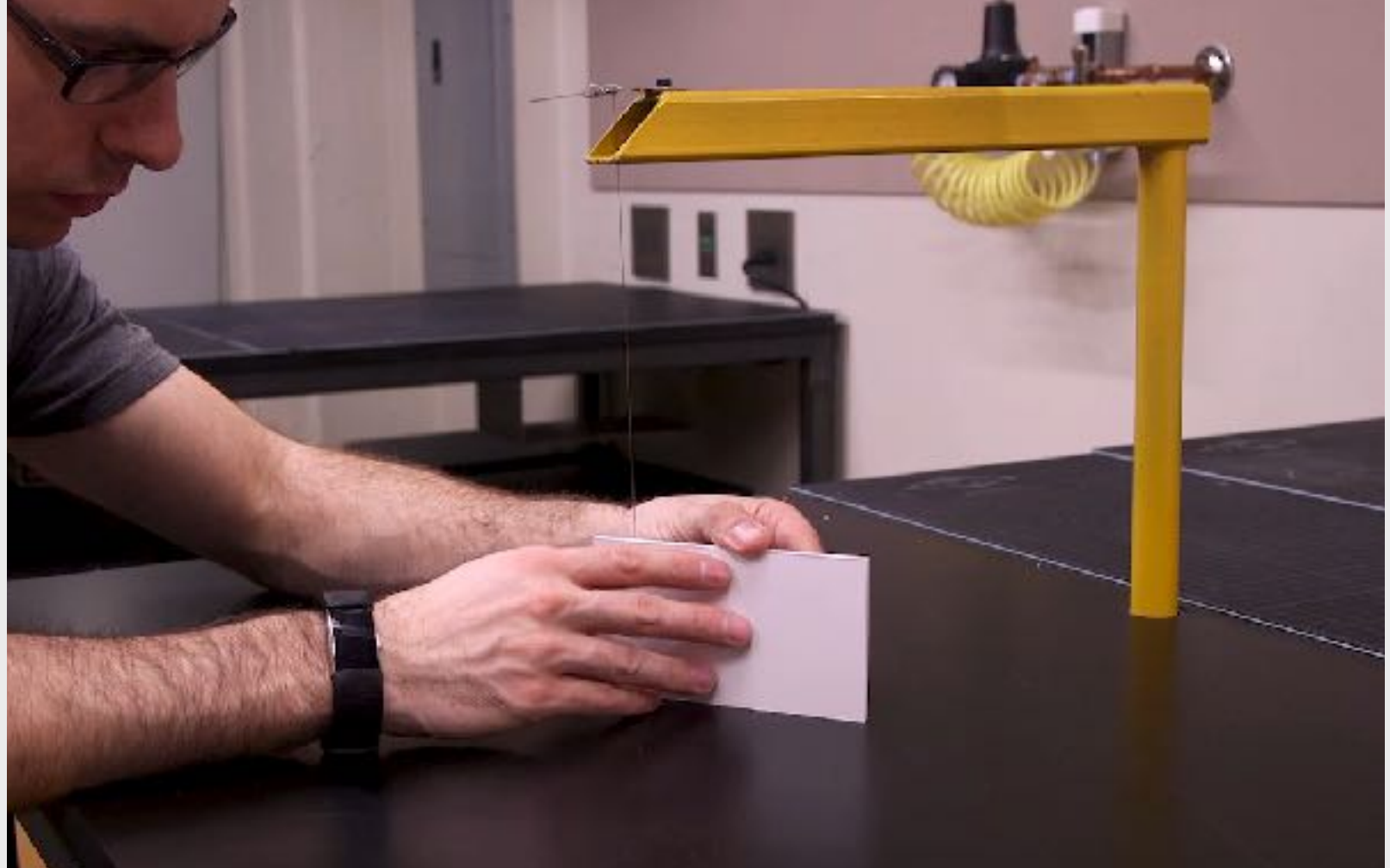
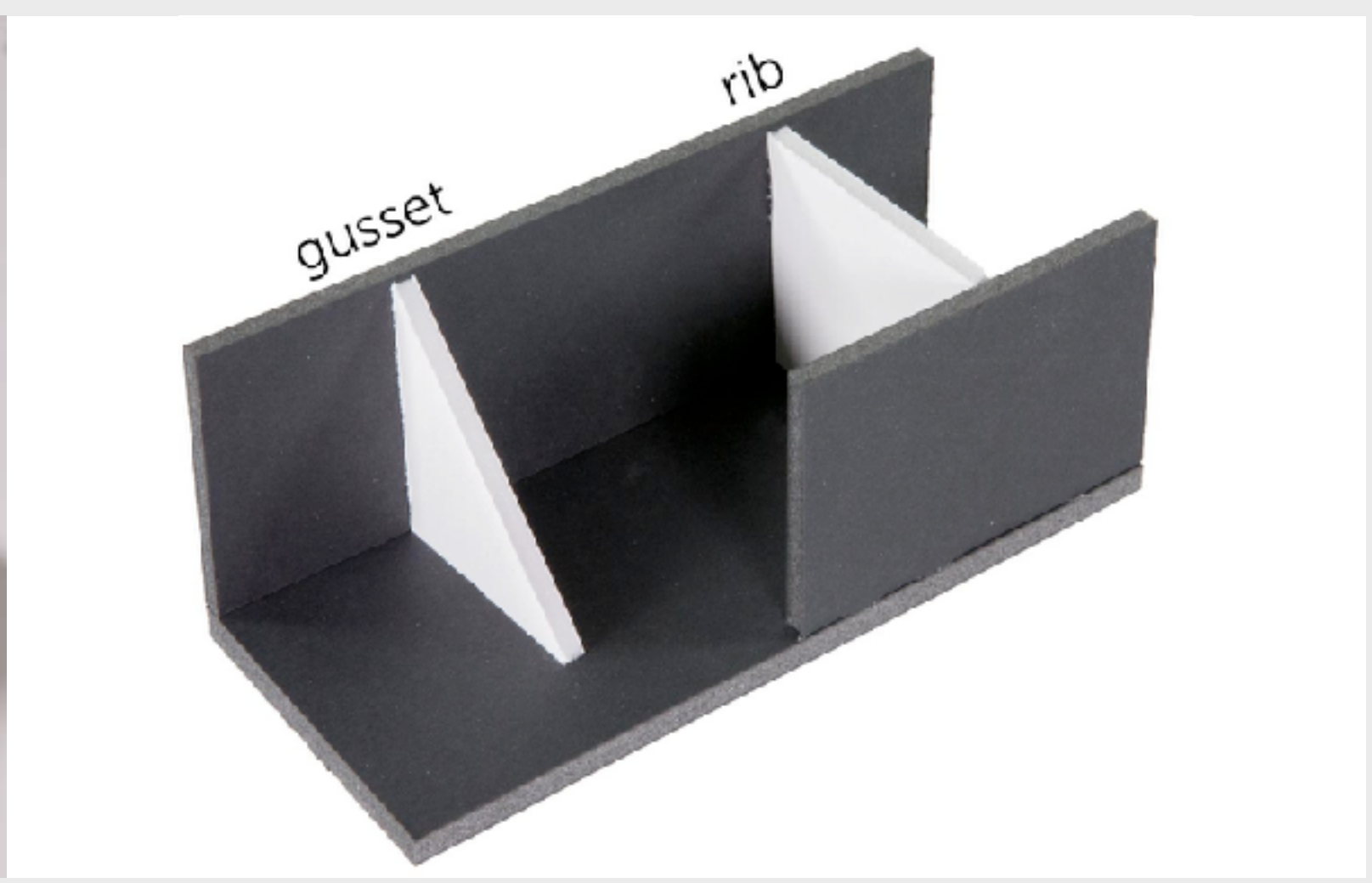
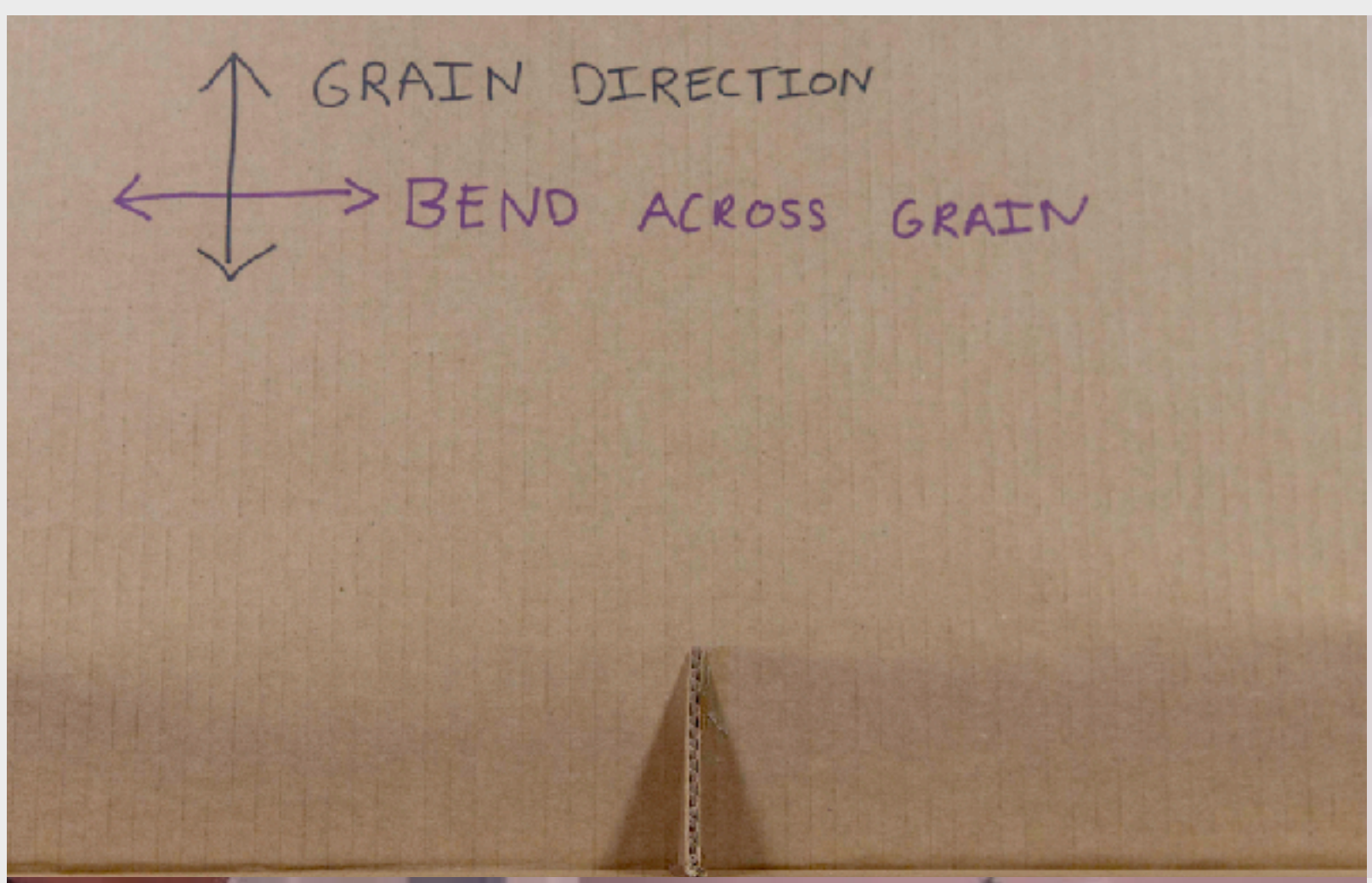
Joining & forming



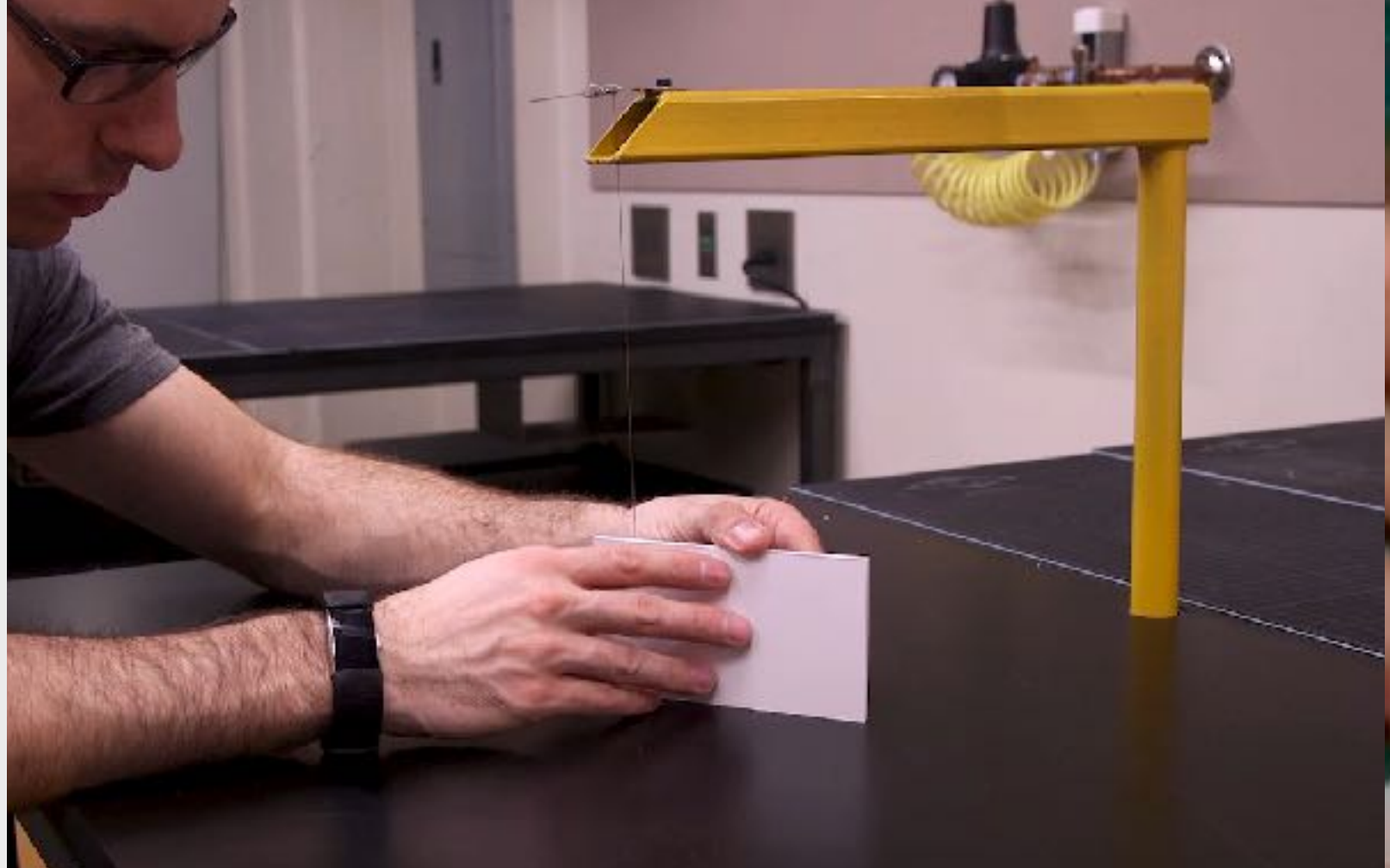
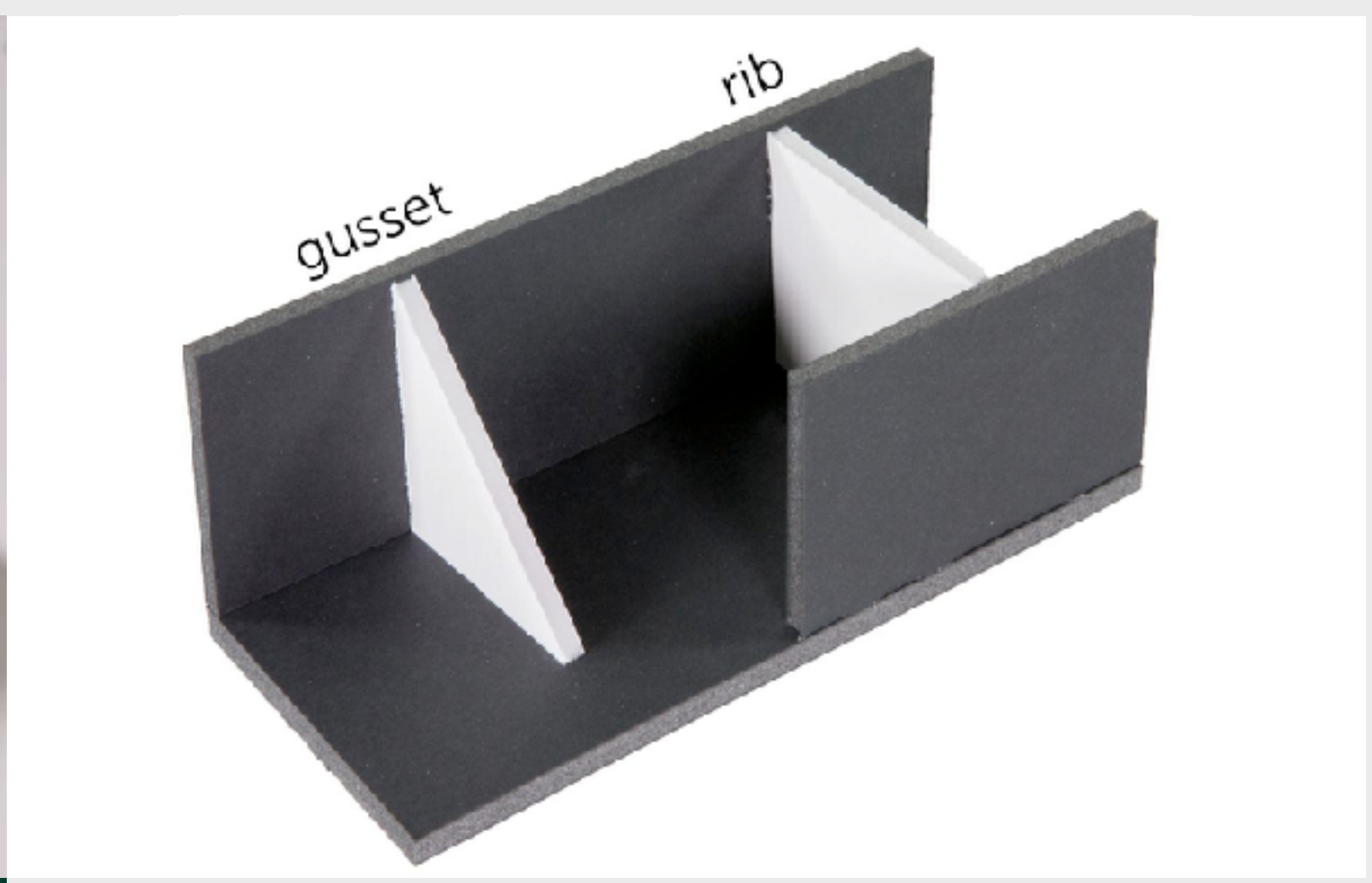
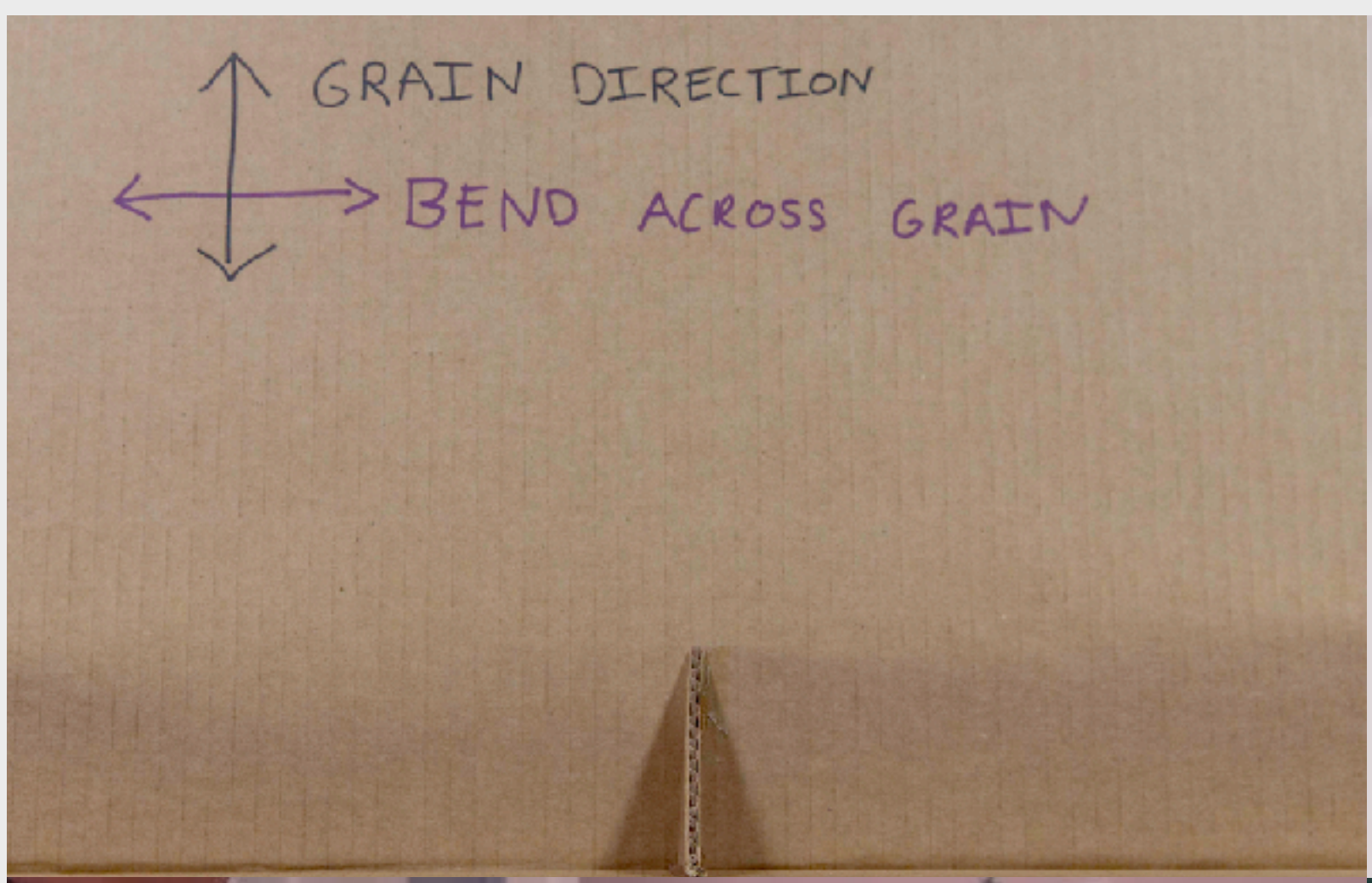
Joining & forming



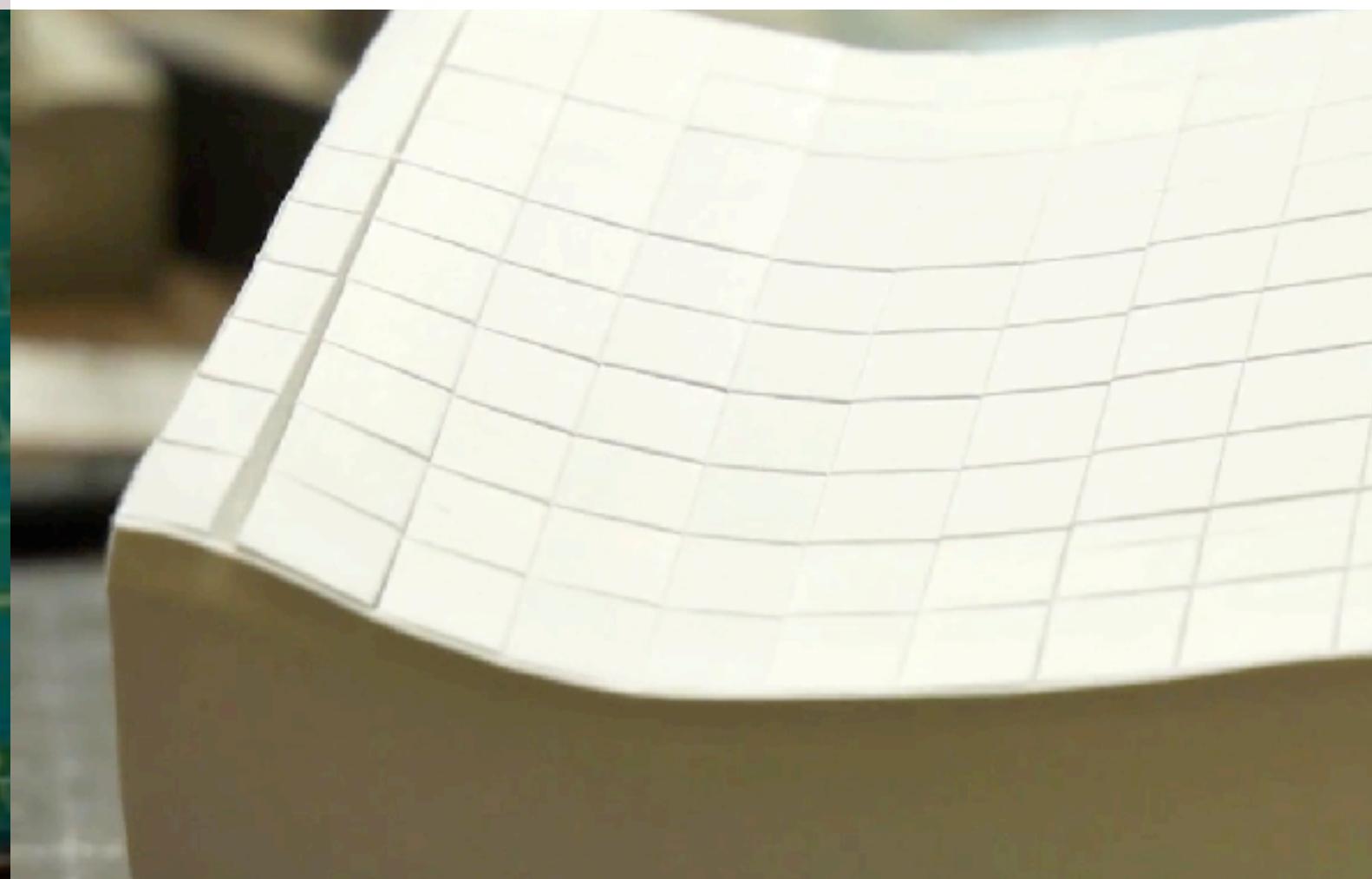
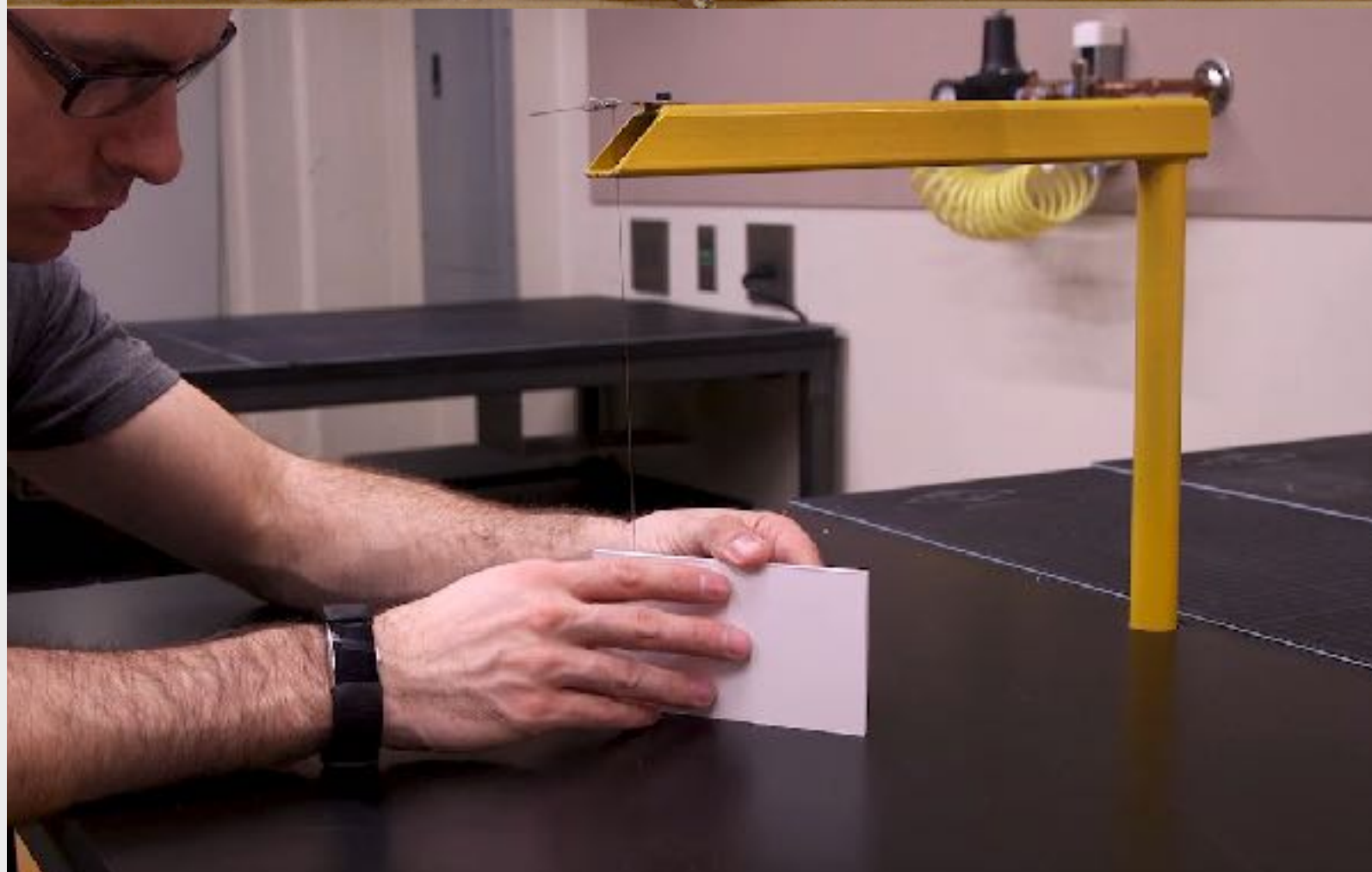
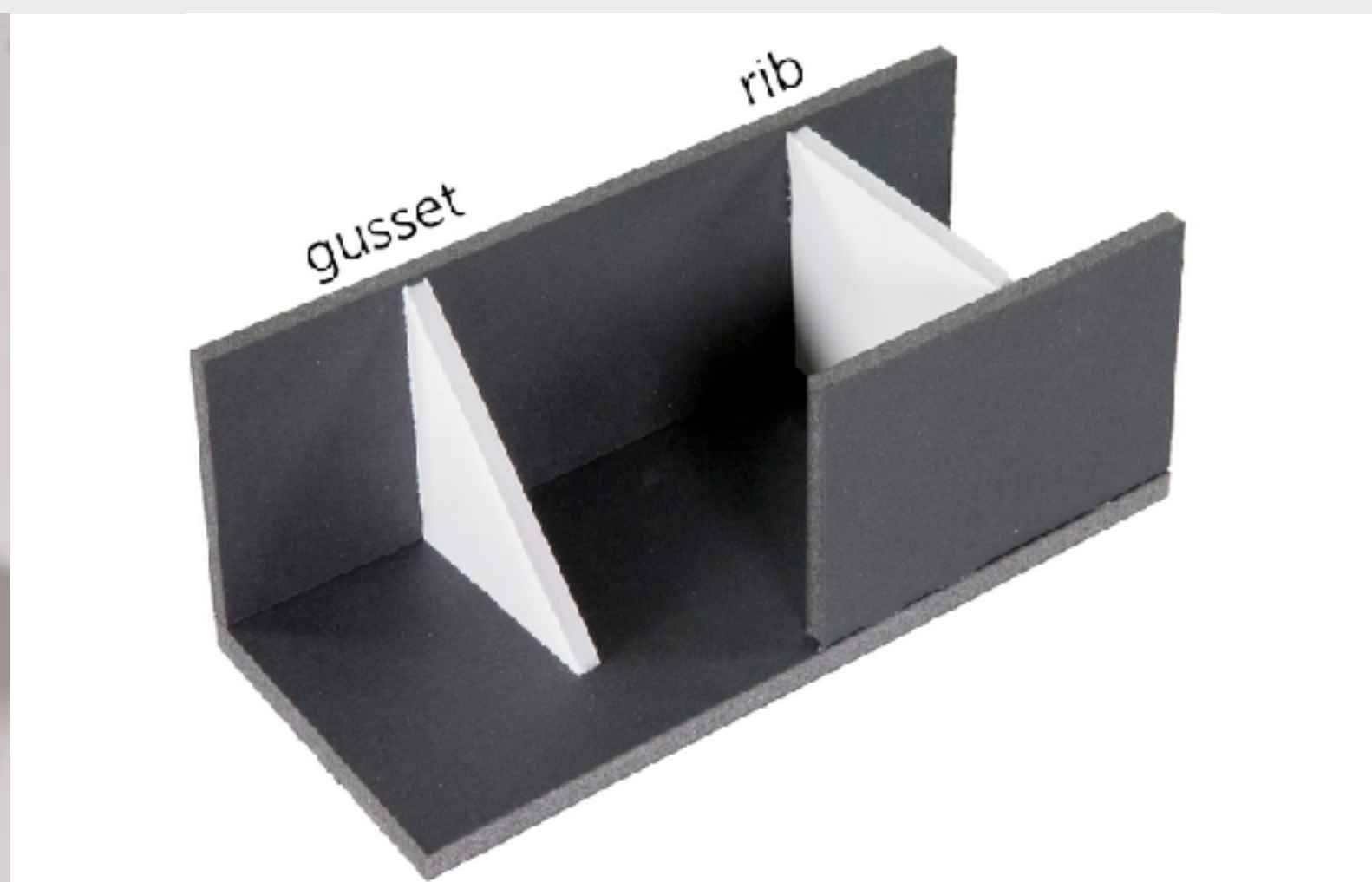
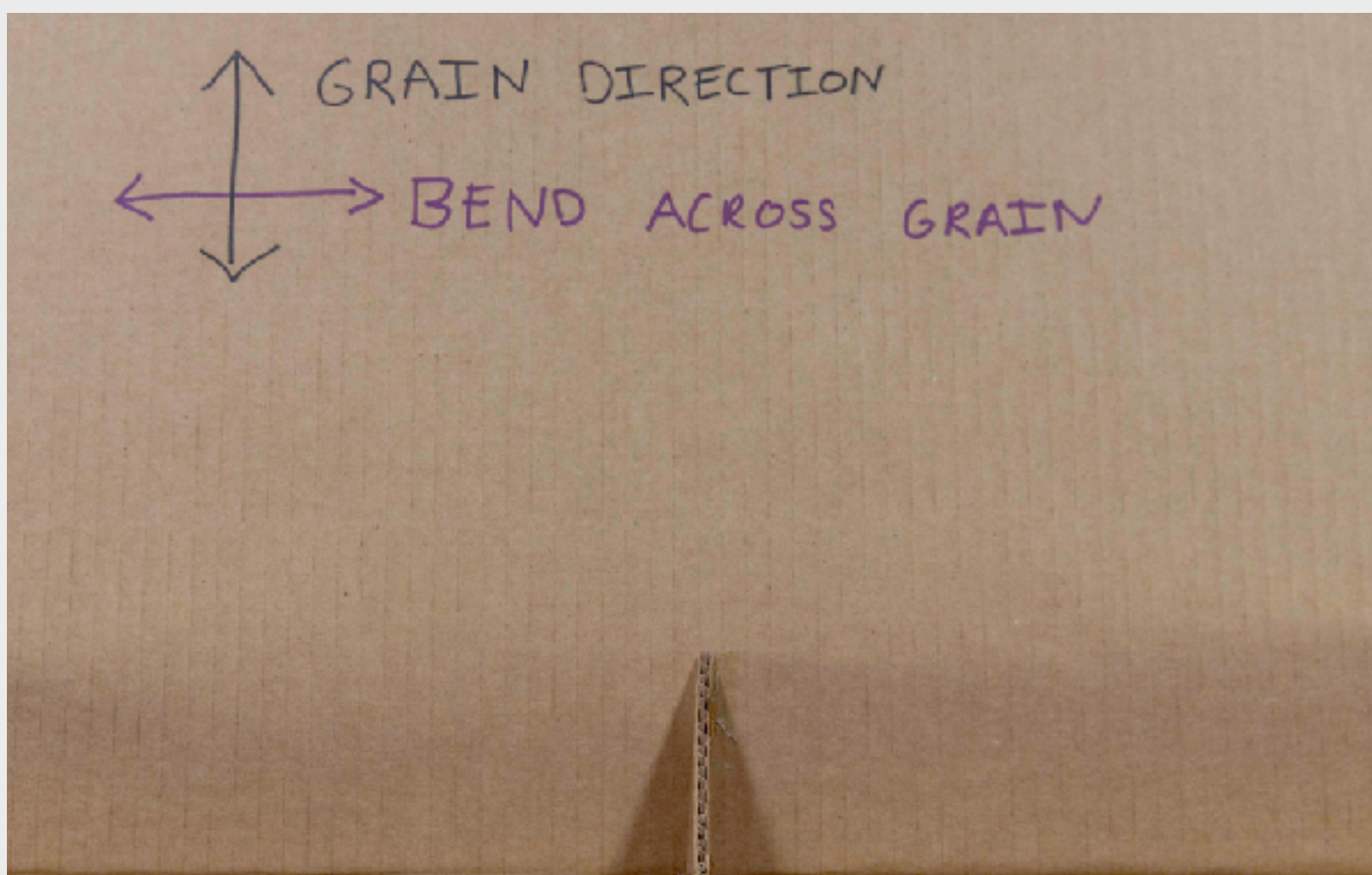
Joining & forming



Joining & forming



Joining & forming



Additional models

Introduction

Prototyping in industry

Common materials and methods

Additional models

In-class work

Additional models

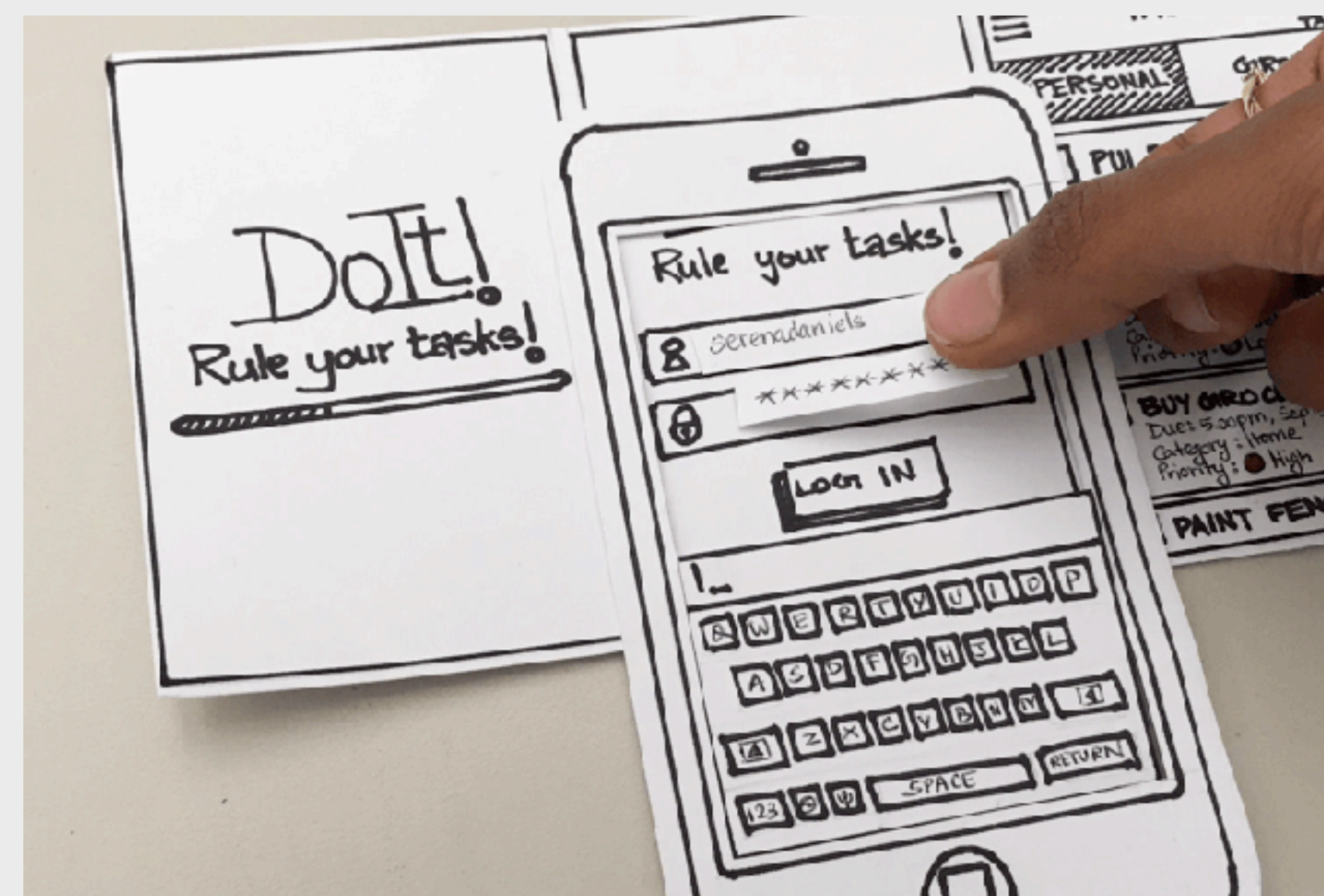
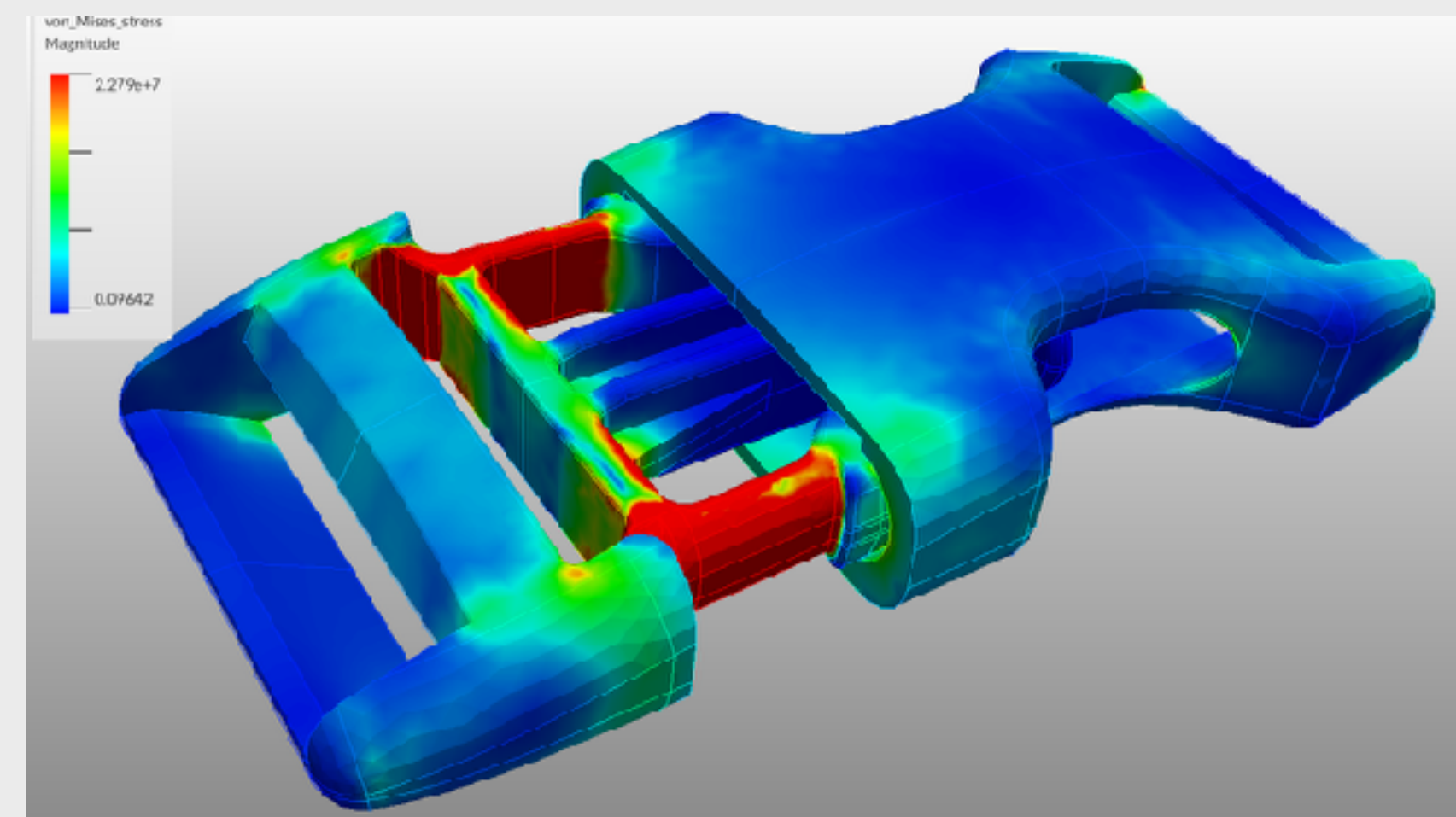
Mathematical

Computer

Storyboards

Paper prototypes

Role plays



VR models



VR models



Either the Host or any User can gather the group to a specific location





In-class work

Introduction

Prototyping in industry

Common materials and methods

Additional models

In-class work

List uncertainties with your design



What are aspects of the design that you are unsure about?

List at least ten. Preferably twenty.

If you can, rank them or group them into important ones, and less important ones.

Be specific. Separate different aspects.

'Is this a good size for my hand?'

'Will it feel too heavy?'

'Is this part going to be structurally sound?'

'Will customers like the appearance?'

You have 10 minutes. Work individually.

List uncertainties with your design



Look at your list and identify which questions you can answer with foam or cardboard prototypes.

Pick one, or several.

Build a prototype to learn!

You have until 17:20, but first...

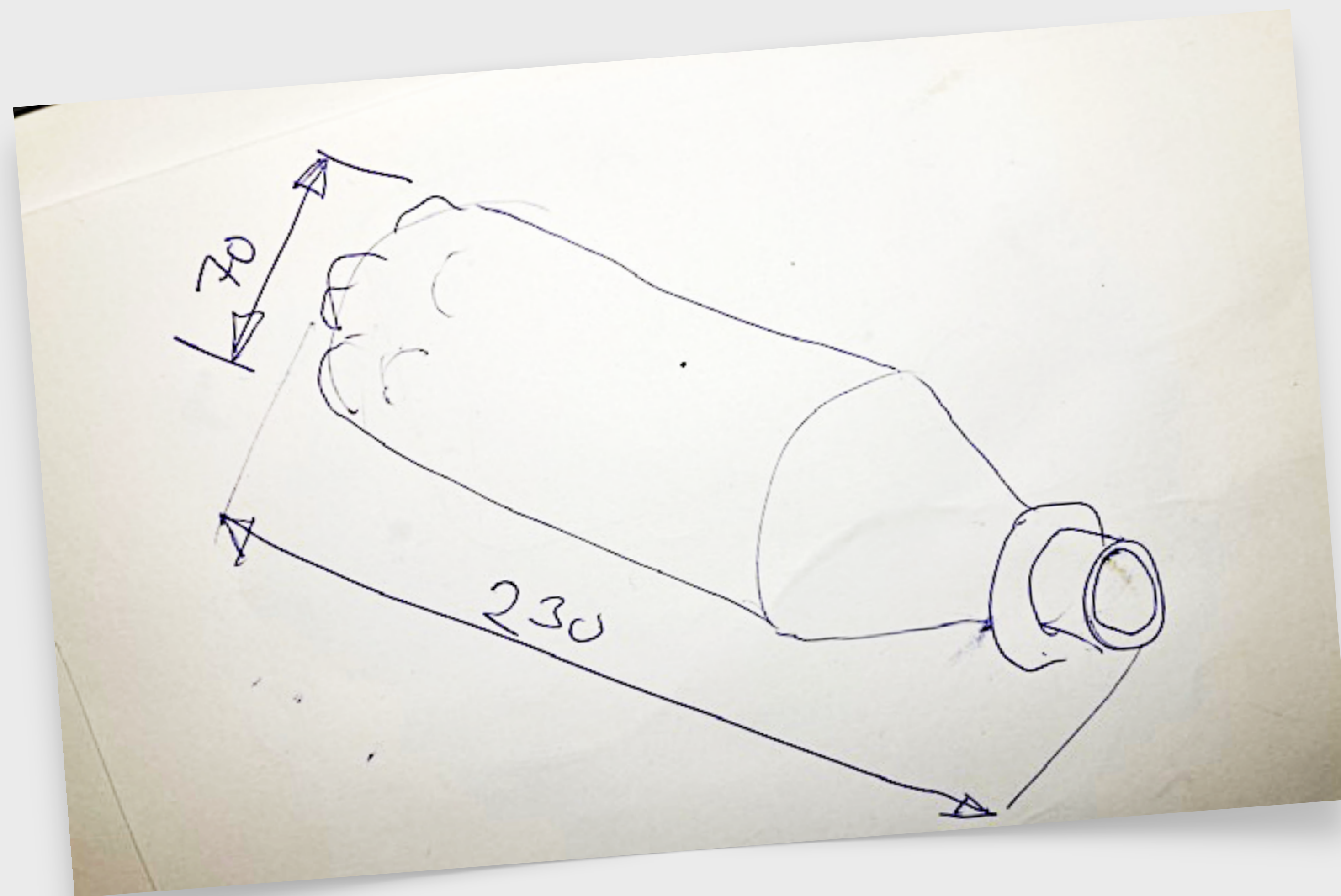
A plea to sketch

The main shape of the object is a cylinder.

It tapers as a cone towards the end, where there is a smaller threaded straight cylinder about $1/6$ of the diameter of the larger cylinder. Between the smaller straight cylinder and the cone there is a flange with about a 5 mm wide protrusion from the base shape.

At the other end of the body there are five hemispherical shapes arranged circumferentially. The piece is hollow and open at the far end of the smaller cylinder. The main dimensions of the piece are: length 230 mm and maximum diameter 70 mm. The object is made of a transparent polymer material.

A plea to sketch



Draw a picture of your plan

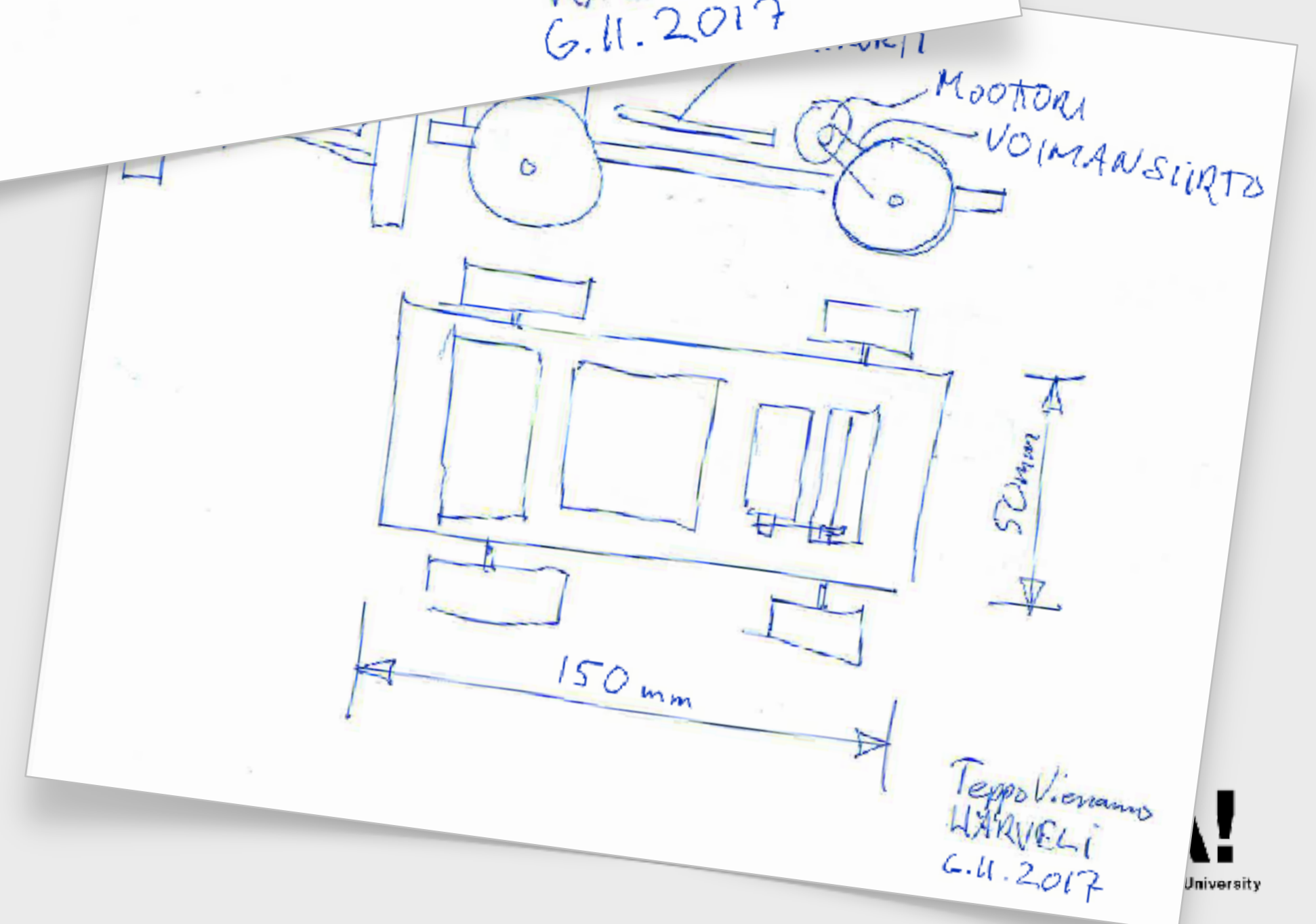
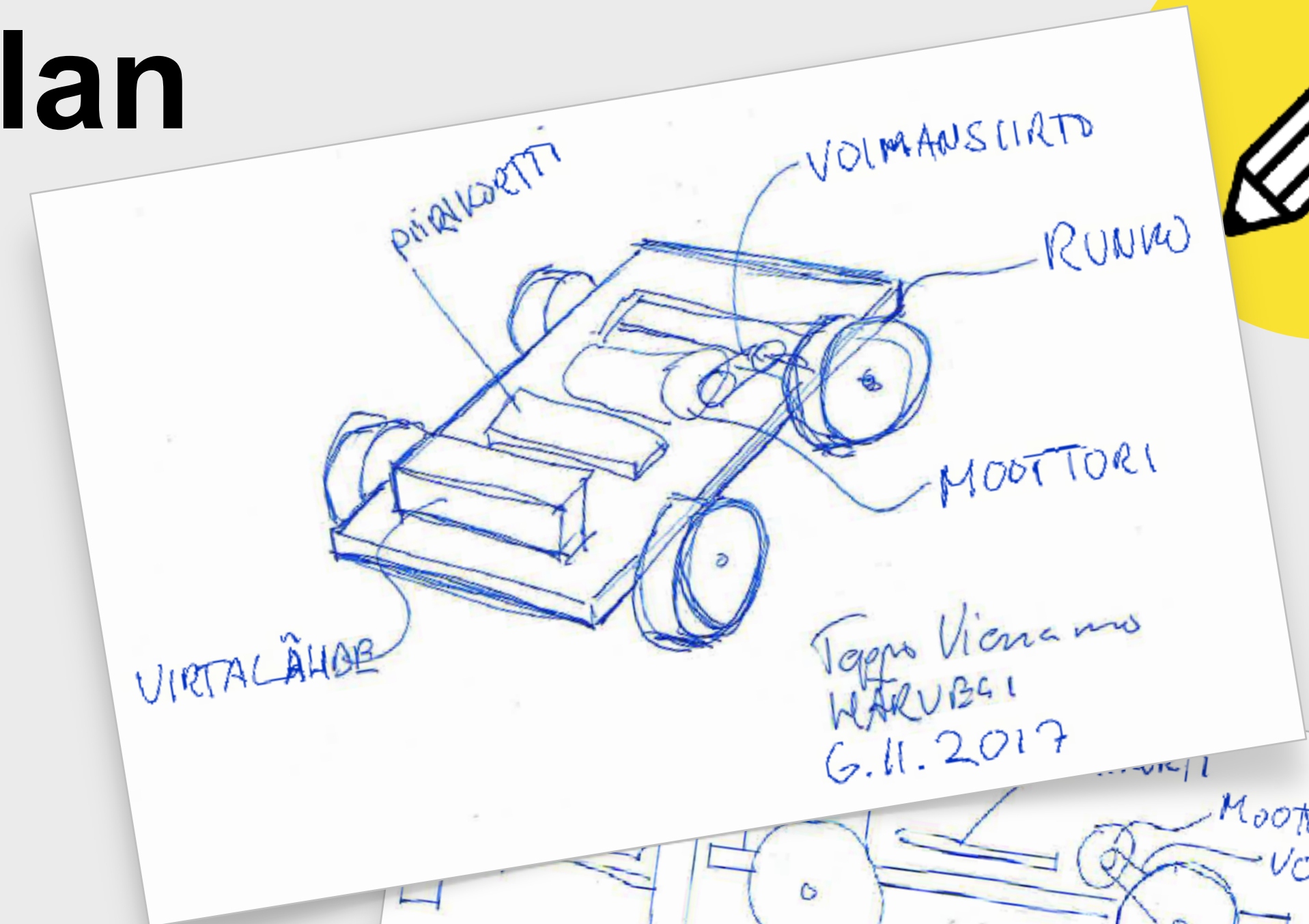
Essential features

Main measurements

A few clarifying words

Name and date

You have 10 minutes. Work individually.



Before we go to the **Workshop**

Main helpers



Teppo



'Vesku'
Finnish-only



Simon

One last thing...

Who has read the Workshop safety rules ?

One last thing...



Brush up on Workshop safety

<https://tinyurl.com/safety-third>

Safety first !



Build prototypes in Workshop
Begin clean-up 17:20
Reconvene in class at 17:30

Have fun!