

Spørsmål til kapittel 11.

1. What is the different between low-fidelity and high-fidelity prototypes?
2. What is a storyboard in design?
3. What is the advantages of sketches in designing prototypes?
4. How does the Wizard of Oz approach work?
5. Mention three potential problems with a high-fidelity prototype.
6. What is the big advantage for low-fidelity, compared to high-fidelity prototyping?
7. What is horizontal prototyping?
8. What is vertical prototyping?
9. Mention two different development philosophies in design development.
10. What is a conceptual model?
11. What do we mean by interface metaphors?
12. Mention three interaction types.
13. Mention three interface types.
14. Why use scenarios in design?
15. Give a description of the card-based prototype.