

Prototyping

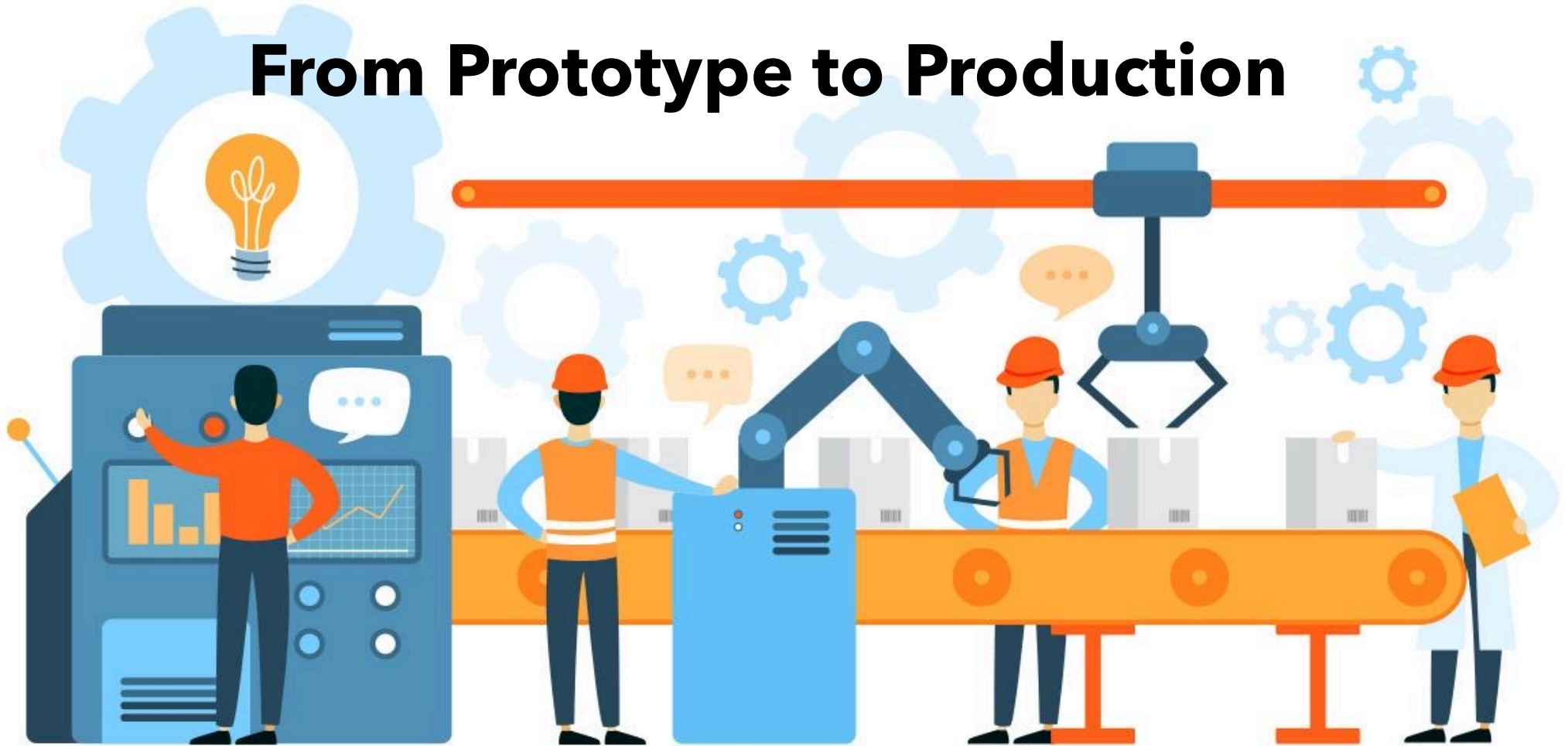
from prototype to production

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From Prototype to Production



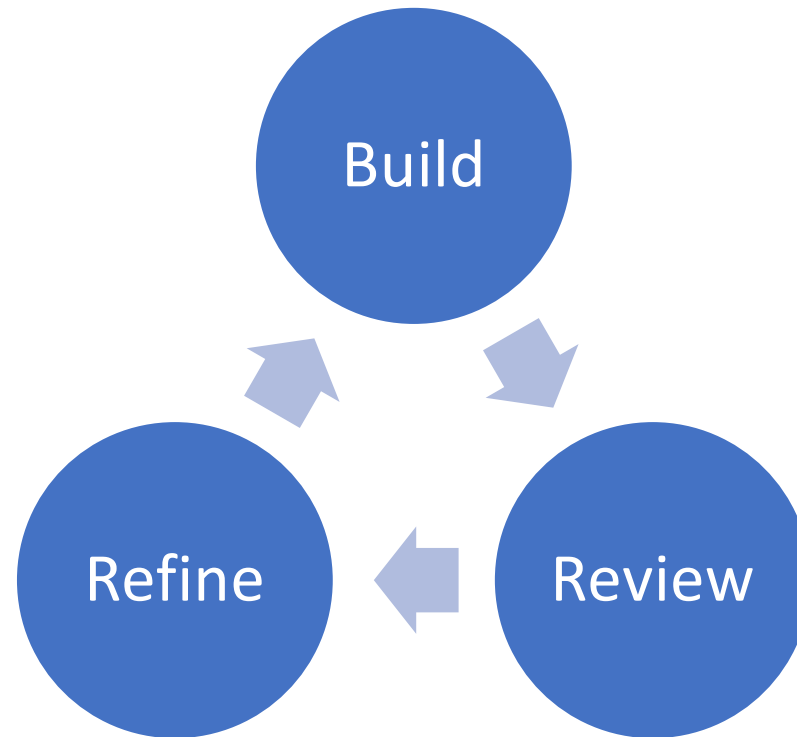
From Concept (Idea) to Production



Prototype

- To test
 - the feasibility of design or product
 - the functionality or process
 - how users interact with the product
- Prototype's user is developer. MVP's user is (potential) user
- Prototype's users
 - Developer in labs (e.g. in water tub)
 - (Potential) operator in testing areas (e.g. in pond)
 - (Potential) operator in production (e.g. in river, ocean)

Prototype Cycle - (Repeated)



Many Prototypes

- There can be more than one (1) prototypes
 - Version 0.1: innovator's idea
 - Version 0.2: desktop lab
 - Version 0.3: garage
 - Version 0.99: in front of garage
 - Version 1.0: on the street (but in closed environment)
 - ...

(Design for) Production

- Objectives
 - Increase manufacturing batch amounts
 - (i.e. easier to develop)
 - Reduce cost/unit
 - (e.g. less components, less material, less expensive components)

Prototyping Tools (for software)

- Wireframe