

Prototyping&sorty

Fuewen Frank Liou

Paper Prototyping Carolyn Snyder, 2003-05-12 Do you spend a lot of time during the design process wondering what users really need? Do you hate those endless meetings where you argue how the interface should work? Have you ever developed something that later had to be completely redesigned? Paper Prototyping can help. Written by a usability engineer with a long and successful paper prototyping history, this book is a practical, how-to guide that will prepare you to create and test paper prototypes of all kinds of user interfaces. You'll see how to simulate various kinds of interface elements and interactions. You'll learn about the practical aspects of paper prototyping, such as deciding when the technique is appropriate, scheduling the activities, and handling the skepticism of others in your organization. Numerous case studies and images throughout the book show you real world examples of paper prototyping at work. Learn how to use this powerful technique to develop products that are more useful, intuitive, efficient, and pleasing: * Save time and money – solve key problems before implementation begins * Get user feedback early – use it to focus the development process * Communicate better – involve development team members from a variety of disciplines * Be more creative – experiment with many ideas before committing to one * Enables designers to solve design problems before implementation begins * Five case studies provide real world examples of paper prototyping at work * Delves into the specifics of what types of projects paper prototyping is and isn't good for.

The Politics of Prototyping Gill Wildman, Nick Durrant, 2010-06-26 A core aspect of design practice is the use of prototyping. Where most books explore how to make them, this book looks at how to use them, and bring them to life. It is aimed at designers or design managers, and also for anyone who is responsible for creating new products and services within their company or organisation. It helps situate prototyping as an effective way of working, shows how prototypes are used in current design practice, and how to get the best out of them with people inside the company and with users. Examples from some of the best designers around the world show why prototyping is critical to successful new product and service development.

Science Fiction Prototyping Brian David Johnson, 2011-02-02 Science fiction is the playground of the imagination. If you are interested in science or fascinated with the future then science fiction is where you explore new ideas and let your dreams and nightmares duke it out on the safety of the page or screen. But what if we could use science fiction to do more than that? What if we could use science fiction based on science fact to not only imagine our future but develop new technologies and products? What if we could use stories, movies and comics as a kind of tool to explore the real world implications and uses of future technologies today? Science Fiction Prototyping is a practical guide to using fiction as a way to imagine our future in a whole new way. Filled with history, real world examples and conversations with experts like best selling science fiction author Cory Doctorow, senior editor at Dark Horse Comics Chris Warner and Hollywood science expert Sidney Perkowitz, Science Fiction Prototyping will give you the tools you need to begin designing the future with science fiction. The future is Brian David Johnson's business. As a futurist at Intel Corporation, his charter is to develop an actionable vision for computing in 2021. His work is called "future casting"—using ethnographic field studies, technology research, trend data, and even science fiction to create a pragmatic vision of consumers and computing. Johnson has been pioneering development in artificial intelligence, robotics, and reinventing TV. He speaks and writes extensively about future technologies in articles and scientific papers as well as science fiction short stories and novels (Fake Plastic Love and Screen Future: The Future of Entertainment, Computing and the Devices We Love). He has directed two feature films and is an illustrator and commissioned painter. Table of Contents: Preface / Foreword / Epilogue / Dedication / Acknowledgments / 1. The Future Is in Your Hands / 2. Religious Robots and Runaway Were-Tigers: A Brief Overview of the Science and the Fiction that Went Into Two SF Prototypes / 3. How to Build Your Own SF Prototype in Five Steps or Less / 4. I, Robot: From Asimov to Doctorow: Exploring Short Fiction as an SF Prototype and a Conversation With Cory Doctorow / 5. The Men in the Moon: Exploring Movies as an SF Prototype and a Conversation with Sidney Perkowitz / 6. Science in the Gutters: Exploring Comics as an SF Prototype and a Conversation With Chris Warner / 7. Making the Future: Now that You Have Developed Your SF Prototype, What's Next? / 8. Einstein's Thought Experiments and Asimov's Second Dream / Appendix A: The SF Prototypes / Notes / Author Biography

Enhanced Virtual Prototyping Vladimir Herdt, Daniel Große, Rolf Drechsler, 2020-10-14 This book presents a comprehensive set of techniques that enhance all key aspects of a modern Virtual Prototype (VP)-based design flow. The authors emphasize automated formal verification methods, as well as advanced coverage-guided analysis and testing techniques, tailored for SystemC-based VPs and also the associated Software (SW). Coverage also includes VP modeling techniques that handle functional as well as non-functional aspects and also describes correspondence analyses between the Hardware- and VP-level to utilize information available at different levels of abstraction. All approaches are discussed in detail and are evaluated extensively, using several experiments to demonstrate their effectiveness in enhancing the VP-based design flow. Furthermore, the book puts a particular focus on the modern RISC-V ISA, with several case-studies covering modeling as well as VP and SW verification aspects.

Science Fiction Prototyping Johnson Brian David, 2022-05-31 Science fiction is the playground of the imagination. If you are interested in science or fascinated with the future then science fiction is where you explore new ideas and let your dreams and nightmares duke it out on the safety of the page or screen. But what if we could use science fiction to do more than that? What if we could use science fiction based on science fact to not only imagine our future but develop new technologies and products? What if we could use stories, movies and comics as a kind of tool to explore the real world implications and uses of future technologies today? Science Fiction Prototyping is a practical guide to using fiction as a way to imagine our future in a whole new way. Filled with history, real world examples and conversations with experts like best selling science fiction author Cory Doctorow, senior editor at Dark Horse Comics Chris Warner and Hollywood science expert Sidney Perkowitz, Science Fiction Prototyping will give you the tools you need to begin designing the future with science fiction. The future is Brian David Johnson's business. As a futurist at Intel Corporation, his charter is to develop an actionable vision for computing in 2021. His work is called "future casting"—using ethnographic field studies, technology research, trend data, and even science fiction to create a pragmatic vision of consumers and computing. Johnson has been pioneering development in artificial intelligence, robotics, and reinventing TV. He speaks and writes extensively about future technologies in articles and scientific papers as well as science fiction short stories and novels (Fake Plastic Love and Screen Future: The Future of Entertainment, Computing and the Devices We Love). He has directed two feature films and is an illustrator and commissioned painter. Table of Contents: Preface / Foreword / Epilogue / Dedication / Acknowledgments / 1. The Future Is in Your Hands / 2. Religious Robots and Runaway Were-Tigers: A Brief Overview of the Science and the Fiction that Went Into Two SF Prototypes / 3. How to Build Your Own SF Prototype in Five Steps or Less / 4. I, Robot: From Asimov to Doctorow: Exploring Short Fiction as an SF Prototype and a Conversation With Cory Doctorow / 5. The Men in the Moon: Exploring Movies as an SF Prototype and a Conversation with Sidney Perkowitz / 6. Science in the Gutters: Exploring Comics as an SF Prototype and a Conversation With Chris Warner / 7. Making the Future: Now that You Have Developed Your SF Prototype, What's Next? / 8. Einstein's Thought Experiments and Asimov's Second Dream / Appendix A: The SF Prototypes / Notes / Author Biography

Axure Prototyping Blueprints John Henry Krahenbuhl, 2015-07-31 Become an Axure Master! Explore designs and interactions leveraging adaptive views, AxShare plugins, repeaters and more! About This Book • Optimize designs for desktop, tablet and mobile viewports with Adaptive Views • Build mastery of Repeater widgets and interactions • Expand Axure's core interactions by using AxShare Plugins with JavaScript In Detail Axure garners rave reviews from the design community and is one of the leading tools for rapid prototyping in use today. With Axure one can easily

create wireframes and clickable prototypes. Additional enhancements to Axure (e.g. the Repeater widget and Adaptive Views) as well as AxShare (e.g. AxShare Plugins) and the AxShare Mobile App, provide a new level of prototyping excellence. To begin, this book provides you with a rapid introduction to Axure's interfaces and adaptive views and quickly familiarizes you with pages, panes, and the design area. After a brief introduction to Axure, this book will help you to develop the capabilities to build simple to more complex interactive prototypes. This goal will be accomplished with a quick run through of Axure's fundamentals, followed by an exploration of detailed blueprints of different prototypes. From there, you'll walk through creating common interactions for a header, an interactive carousel, right column feed to social media channels, and a footer for a community site prototype. You'll also learn how to build a Content Aggregator, pulling together information from multiple sources and a sample portfolio prototype. You'll learn to incorporate social media feeds from Facebook and Twitter and also build a photo contest for a Facebook application. Towards the end of the book you'll utilize the Repeater Widget to build an eCommerce prototype. This book will exhibit to novice as well as experienced users, common design patterns for exploration and continued learning. Equipped with these new design patterns and methods, readers can complete engaging interactive projects faster.

What You Will Learn

- Explore foundational interactions for popular design patterns
- Construct advanced interactions (i.e. parallax scrolling, etc.) using the default widget library
- Expand Axure's core set of interactions by using AxShare Plugins with JavaScript
- Construct a reusable Social Media module that includes live feeds from Facebook, Twitter, Instagram and Pinterest
- Build a Community Site that includes header and footer masters, and an interactive Carousel
- Leverage the Repeater widget to create an adaptive Photo Gallery
- Create a Photo Contest with registration for desktop, tablet and mobile viewports utilizing Adaptive Views
- Enable an interactive eCommerce Shopping Cart optimized for desktop, tablet and mobile using an adaptive repeater widget

Who This Book Is For If you are a user experienced professional, designer, information architect or business analyst who wants to explore common design patterns and enhance your interactive prototyping skills with Axure, then this book is ideal for you. Having some experience in creating wireframes as well as an interest in interaction design and want to create immersive interactive prototypes will be a add-on bonus.

Style and approach Starting with the fundamentals, you will create progressively complex prototypes while learning basic, intermediate, and advanced interactions in Axure. You will apply what you learn to create an increasingly interactive prototype.

Learning Axure RP Interactive Prototypes John Henry Krahenbuhl, 2015-01-31 If you are a user experience professional, designer, information architect, or business analyst who wants to gain interactive prototyping skills with Axure, then this book is ideal for you. Some familiarity with Axure is preferred but not essential.

Paper Prototyping Carolyn Snyder, 2003 The practical guide on using paper prototyping when designing user interfaces.

Effective Prototyping for Software Makers Jonathan Arnowitz, Michael Arent, Nevin Berger, 2010-07-19 Effective Prototyping for Software Makers is a practical, informative resource that will help anyone—whether or not one has artistic talent, access to special tools, or programming ability—to use good prototyping style, methods, and tools to build prototypes and manage for effective prototyping. This book features a prototyping process with guidelines, templates, and worksheets; overviews and step-by-step guides for nine common prototyping techniques; an introduction with step-by-step guidelines to a variety of prototyping tools that do not require advanced artistic skills; templates and other resources used in the book available on the Web for reuse; clearly-explained concepts and guidelines; and full-color illustrations and examples from a wide variety of prototyping processes, methods, and tools. This book is an ideal resource for usability professionals and interaction designers; software developers, web application designers, web designers, information architects, information and industrial designers.

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- * Full-color illustrations, and examples from a wide variety of prototyping processes, methods, and tools.

* www.mkp.com/prototyping

Prototype to Product Alan Cohen, 2015-08-11 Product development is the magic that turns circuitry, software, and materials into a product, but moving efficiently from concept to manufactured product is a complex process with many potential pitfalls. This practical guide pulls back the curtain to reveal what happens—or should happen—when you take a product from prototype to production. For makers looking to go pro or product development team members keen to understand the process, author Alan Cohen tracks the development of an intelligent electronic device to explain the strategies and tactics necessary to transform an abstract idea into a successful product that people want to use. Learn 11 deadly sins that kill product development projects Get an overview of how electronic products are manufactured Determine whether your idea has a good chance of being profitable Narrow down the product's functionality and associated costs Generate requirements that describe the final product's details Select your processor, operating system, and power sources Learn how to comply with safety regulations and standards Dive into development—from rapid prototyping to manufacturing Alan Cohen, a veteran systems and software engineering manager and lifelong technophile, specializes in leading the development of medical devices and other high-reliability products. His passion is to work with engineers and other stakeholders to forge innovative technologies into successful products.

Open Very Carefully Nick Bromley, 2013 The reading of a story is interrupted by a crocodile falling into the book.

Designing UX: Prototyping Ben Coleman, Dan Goodwin, 2017-03-10 It's well known that identifying and fixing problems in design is easier and cheaper if it can be done earlier in the process of design and build. That's because as the fidelity of the project we're working on increases, the effort involved in making changes increases. If we can test out early ideas to see if they work, in small chunks, then we can identify whether those ideas are going to work. To do this, we need to build prototypes. With easy-to-follow, practical advice, this book will show you how to use a number of different prototyping techniques to improve UX. It covers: The prototyping process Paper prototyping Interactive wireframing tools, such as Balsamiq and Axure Dedicated prototyping tools, including Marvel, Invision, and Adobe XD HTML prototypes How to use prototypes in your project workflow

Rapid Prototyping and Engineering Applications Frank W. Liou, 2007-09-26 More quality, more flexibility, and less costs seem to be the key to meeting the demands of the global marketplace. The secret to success in this arena lies in the expert execution of the critical tasks in the product definition stage. Prototyping is an essential part of this stage, yet can be very expensive. It must be planned well and use state-o

Sprint (Republish) Jake Knapp, 2018-07-19 Anda mungkin beruntung memiliki pekerjaan atau proyek mendatang dengan visi yang cemerlang. Namun, upaya mewujudkan visi ini sering kali tak mudah. Setiap hari Anda gampang sekali terjebak dalam berbagai hal: surel yang seolah tiada habisnya, tenggat yang molor, rapat-rapat seharian yang menyita waktu, dan proyek jangka panjang yang hanya berdasarkan asumsi. Sudah waktunya Anda mencoba Sprint, sebuah metode untuk memecahkan masalah dan menguji ide-ide baru, menyelesaikan lebih banyak hal dengan efisien. Buku ini ditulis Jake Knapp, mantan Design Partner Google Ventures, untuk menuntun Anda merasakan pengalaman menerapkan metode yang telah mendunia ini. Sprint mewujudkan pengeksekusian ide besar hanya dalam lima hari. Menuntun tim Anda dengan checklist lengkap, mulai dari Senin hingga Jumat. Menjawab segala pertanyaan penting yang sering kali hanya disimpan di benak mereka yang sedang menguji ide/konsep/produk. Sprint juga membantu Anda lebih menikmati setiap proses. Anda bisa mengamati dan bergabung dengan ratusan dari pelaku Sprint di seluruh dunia melalui tagar #sprintweek di Twitter. Sebuah proyek besar terjadi pada 2009. Seorang insinyur Gmail bernama Peter Balsiger mencetuskan ide mengenai surel yang bisa teratur secara otomatis. Saya sangat tertarik dengan idenya—yang disebut

“Kotak Masuk Prioritas”—dan merekrut insinyur lain, Annie Chen, untuk bergabung bersama kami. Annie setuju, tetapi dia hanya punya waktu sebulan untuk mengerjakannya. Kalau kami tidak bisa membuktikan bahwa ide itu bisa diterapkan dalam jangka waktu tersebut, Annie akan beralih ke proyek lainnya. Saya yakin waktunya tidak akan cukup, tetapi Annie adalah insinyur yang luar biasa. Jadi, saya memutuskan untuk menjalaninya saja. Kami membagi waktu sebulan itu ke dalam empat bagian yang masing-masing lamanya seminggu. Setiap pekan, kami menggarap desain baru. Annie dan Peter membuat purwarupa, lalu pada akhir minggu, kami menguji desain ini bersama beberapa ratus orang lainnya. Pada akhir bulan, kami menemukan solusi yang bisa dipahami dan diinginkan orang-orang. Annie tetap menjadi pemimpin untuk tim Kotak Masuk Prioritas. Dan entah bagaimana caranya, kami berhasil menyelesaikan tugas desainnya dalam waktu yang lebih singkat dari biasanya. Beberapa bulan kemudian, saya mengunjungi Serge Lachapelle dan Mikael Drugge, dua orang karyawan Google di Stockholm. Kami bertiga ingin menguji ide perangkat lunak untuk konferensi video yang bisa dijalankan lewat peramban. Karena saya berada di kota tersebut hanya selama beberapa hari, kami bekerja secepat mungkin. Pada penghujung kunjungan saya, kami berhasil menyelesaikan purwarupanya. Kami mengirimkannya ke rekan kerja kami lewat surel dan mulai menggunakannya dalam rapat. Dalam beberapa bulan, seluruh perusahaan sudah bisa menggunakannya. (Selanjutnya, versi yang sudah dipoles dan disempurnakan dari aplikasi berbasis web tersebut dikenal sebagai Google Hangouts.) Dalam kedua kasus tersebut, saya menyadari bahwa saya bekerja jauh lebih efektif ketimbang rutinitas kerja harian saya atau ketika mengikuti lokakarya diskusi sumbang saran. Apa yang membedakannya? Saya menimbang kembali lokakarya tim yang saya gagas sebelumnya. Bagaimana kalau saya memasukkan elemen ajaib lainnya—fokus pada kerja individu, waktu untuk membuat purwarupa, dan tenggat yang tak bisa ditawar? Saya lalu menyebutkan, “sprint” desain. Saya membuat jadwal kasar untuk sprint pertama saya: satu hari untuk berbagi informasi dan mereka ide, diikuti dengan empat hari pembuatan purwarupa. Sekali lagi, tim Google menyambut baik eksperimen ini. Saya memimpin sprint untuk mendesain Chrome, Google Search, Gmail, dan proyek-proyek lainnya. Ini sangat menarik. Sprint ini berhasil. Ide-ide diuji, dibangun, diluncurkan, dan yang terbaik, kebanyakan dari ide-ide ini berhasil diterapkan dalam dunia nyata. Proses sprint menyebar di seisi Google dari satu tim ke tim lain, dari satu kantor ke kantor lain. Seorang desainer dari Google X tertarik dengan metode ini, jadi dia menjalankan sprint untuk sebuah tim di Google Ads. Anggota tim dalam sprint di Ads kemudian menyampaikannya kepada kolega mereka, dan begitu seterusnya. Dalam waktu singkat saya mendengar penerapan sprint dari orang-orang yang tidak saya kenal. Dalam perjalanannya, saya membuat beberapa kesalahan. Sprint pertama saya melibatkan empat puluh orang—jumlah yang sangat besar dan justru hampir menghambat sprint tersebut, bahkan sebelum dimulai. Saya menyesuaikan waktu yang diperlukan untuk mengembangkan ide dan pembuatan purwarupa. Saya jadi memahami mana yang terlalu cepat, terlalu lambat, hingga akhirnya menemukan yang waktu paling sesuai. Beberapa tahun kemudian, saya bertemu Bill Maris untuk membicarakan sprint. Bill adalah CEO Google Ventures, perusahaan modal ventura yang didirikan Google untuk berinvestasi pada startup-startup potensial. Dia adalah salah satu orang berpengaruh di Silicon Valley. Namun, Anda tidak akan menyangkanya dari pembawaannya yang santai. Pada sore itu, dia mengenakan pakaian khasnya, yaitu topi bisbol dan kaus dengan tulisan tentang Vermont. Bill tertarik untuk menjalankan sprint dengan startup dalam portofolio GV. Startup biasanya hanya memiliki satu kesempatan emas untuk mendesain sebuah produk yang sukses, sebelum akhirnya kehabisan dana. Sprint bisa membantu mencari tahu apakah startup-startup ini berada di jalur yang tepat sebelum akhirnya mereka bisa berkecimpung dalam tahapan yang lebih berisiko untuk membangun dan meluncurkan produk mereka. Dengan menjalankan sprint, mereka bisa mendapatkan sekaligus menghemat uang. Namun agar berhasil, saya harus menyesuaikan proses sprint ini. Saya sudah berpikir mengenai produktivitas individu dan tim selama beberapa tahun. Namun, saya hampir tidak tahu apa-apa mengenai startup dan kebutuhan bisnis mereka. Tetap saja, antusiasme Bill meyakinkan saya bahwa Google Ventures adalah tempat yang tepat untuk menerapkan sprint—sekaligus tempat yang tepat bagi saya. “Ini misi kita,” ujarnya, “untuk bisa menemukan entrepreneur terbaik di muka bumi dan membantu mereka membuat dunia ini menjadi tempat yang lebih baik.” Saya tentu tak bisa menolaknya. Di GV, saya bergabung dengan tiga rekan lain: Braden Kowitz, John Zeratsky, dan Michael Margolis. Bersama, kami mulai menjalankan sprint dengan startup-startup, bereksperimen dengan prosesnya, dan menguji hasilnya agar bisa menemukan cara untuk memperbaikinya. Ide-ide dalam buku ini lahir dari semua anggota tim kami. Braden Kowitz memasukkan desain berbasis cerita dalam proses sprint, sebuah pendekatan tak biasa yang berfokus pada pengalaman konsumen alih-alih komponen individu atau teknologi. John Zeratsky membantu kami memulai dari akhir sehingga tiap sprint bisa membantu menjawab berbagai pertanyaan bisnis paling penting. Braden dan John memiliki pengalaman dalam bisnis dan startup, hal yang tidak saya miliki, dan mereka menyesuaikan prosesnya untuk menciptakan fokus yang lebih baik dan keputusan yang lebih cerdas di tiap sprint. Michael Margolis mendorong kami untuk mengakhiri tiap sprint dengan pengujian di dunia nyata. Dia menjalankan riset konsumen, yang perencanaan dan pelaksanaannya bisa menghabiskan waktu berminggu-minggu, dan menemukan cara untuk mendapatkan hasil yang jelas hanya dalam sehari. Ini benar-benar sebuah keajaiban. Kami tidak perlu lagi menebak-nebak apakah solusi kami bagus atau tidak karena di akhir tiap sprint, kami mendapatkan jawabannya. Kemudian ada Daniel Burka, seorang entrepreneur yang mendirikan dua startup sebelum menjual salah satunya ke Google dan bergabung dengan GV. Saat kali pertama menjelaskan proses sprint kepadanya, dia skeptis. Baginya, sprint terdengar seperti serangkaian proses manajemen yang rumit. Namun, dia sepakat untuk mencoba salah satunya. “Dalam sprint pertama itu, kami memangkas prosesnya dan menciptakan sesuatu yang ambisius hanya dalam sepekan. Saya benar-benar jatuh hati.” Setelah kami berhasil meyakinkannya, pengalaman langsung Daniel sebagai seorang pendiri startup dan sikapnya yang tidak menoleransi omong kosong membantu kami menyempurnakan prosesnya. Sejak sprint pertama di GV pada 2012, kami telah beradaptasi dan bereksperimen. Mulanya kami mengira pembuatan purwarupa dan riset yang cepat hanya akan berhasil untuk produk berskala besar. Mampukah kami bergerak sama cepatnya jika konsumen kami adalah para ahli di berbagai bidang seperti kesehatan dan keuangan? Tanpa disangka, proses lima hari ini bisa bertahan. Proses ini sesuai untuk semua jenis konsumen, mulai dari investor sampai petani, dari onkolog sampai pemilik bisnis skala kecil. Juga bagi situs web, aplikasi iPhone, laporan medis, hingga perangkat keras berteknologi tinggi. Tidak hanya untuk mengembangkan produk, kami juga menggunakan sprint untuk menentukan prioritas, strategi pemasaran, bahkan menamai perusahaan. Proses ini berulang-ulang menyatukan tim dan menjadikan ide-ide menjadi nyata. Selama beberapa tahun belakangan, tim kami mendapatkan beragam kesempatan untuk bereksperimen dan memvalidasi ide kami mengenai proses kerja. Kami menjalankan lebih dari seratus sprint bersama dengan startup-startup dalam portofolio GV. Kami bekerja bersama, sekaligus belajar dari para entrepreneur brilian seperti Anne Wojcicki (pendiri 23andMe), Ev Williams (pendiri Twitter, Blogger, dan Medium), serta Chad Hurley dan Steve Chen (pendiri YouTube). Pada awalnya, saya hanya ingin membuat hari-hari kerja saya efisien dan berkualitas. Saya ingin berfokus pada apa yang benar-benar penting dan menjadikan waktu saya berharga—bagi saya, tim, dan konsumen kami. Kini, lebih dari satu dekade kemudian, proses sprint secara konsisten telah membantu saya meraih mimpi tersebut. Dan saya sangat senang berbagi mengenai hal tersebut dengan Anda dalam buku ini. Dengan keberuntungan, Anda bisa memilih pekerjaan Anda karena visi yang tajam. Anda ingin berbagi visi tersebut kepada dunia, baik yang berupa pesan, layanan, maupun pengalaman, dengan perangkat lunak maupun keras, atau bahkan—sebagaimana dicontohkan dalam buku ini—sebuah cerita atau ide. Namun, mewujudkan visi ini tak mudah. Gampang sekali terjebak dalam berbagai hal: surel yang seolah tiada habisnya, tenggat yang molor, rapat-rapat seharian yang menyita waktu Anda, dan proyek jangka panjang yang hanya berdasarkan asumsi. Prosesnya tidak harus selalu seperti ini. Sprint menawarkan jalur untuk memecahkan masalah-masalah besar, menguji ide-ide baru, menyelesaikan lebih banyak hal, dan melakukan semuanya dengan lebih cepat. Sprint juga membantu Anda lebih menikmati prosesnya. Dengan kata lain, Anda benar-benar harus mencobanya sendiri. Ayo kita mulai. —Jake Knapp San Francisco, Februari 2016 [Mizan, Bentang Pustaka, Manajemen, Ide, Kreatif, Inovasi, Motivasi, Dewasa, Indonesia] spesial seri bentang bisnis & startup

Prototyping for Designers Kathryn McElroy, 2016-12-29 Prototyping and user testing is the best way to create successful products, but many designers skip this important step and use gut instinct instead. By explaining the

goals and methodologies behind prototyping—and demonstrating how to prototype for both physical and digital products—this practical guide helps beginning and intermediate designers become more comfortable with creating and testing prototypes early and often in the process. Author Kathryn McElroy explains various prototyping methods, from fast and dirty to high fidelity and refined, and reveals ways to test your prototypes with users. You’ll gain valuable insights for improving your product, whether it’s a smartphone app or a new electronic gadget. Learn similarities and differences between prototyping for physical and digital products Know what fidelity level is needed for different prototypes Get best practices for prototyping in a variety of mediums, and choose which prototyping software or components to use Learn electronics prototyping basics and resources for getting started Write basic pseudocode and translate it into usable code for Arduino Conduct user tests to gain insights from prototypes

Effective Prototyping with Excel Nevin Berger,Michael Arent,Jonathan Arnowitz,Fred Sampson,2009-01-07 Although recognized as a key to the design process, prototyping often falls victim to budget cuts, deadlines, or lack of access to sophisticated tools. This can lead to sloppy and ineffective prototypes or the abandonment of them altogether. Rather than lose this important step, people are turning to Microsoft Excel® to create effective, simple, and inexpensive prototypes. Conveniently, the software is available to nearly everyone, and most are proficient in its basic functionality. Effective Prototyping with Excel offers how-to guidance on how everyone can use basic Excel skills to create prototypes - ranging from narrative wire frames to hi-fidelity prototypes. A wide array of software design problems and business demands are solved via practical step-by-step examples and illustrations. Step-by-step guide to prototyping with a simple and affordable tool nearly everyone already has on their desktop Quickly and easily allows web and software designers to explore usability, design alternatives, and test theories prior to starting production Perfect companion to Effective Prototyping for Software Makers - with the same author team and full-color treatment, useful case studies, and hands-on exercises

Enhanced Virtual Prototyping Vladimir Herdt,Daniel Große,Rolf Drechsler,2021 This book presents a comprehensive set of techniques that enhance all key aspects of a modern Virtual Prototype (VP)-based design flow. The authors emphasize automated formal verification methods, as well as advanced coverage-guided analysis and testing techniques, tailored for SystemC-based VPs and also the associated Software (SW). Coverage also includes VP modeling techniques that handle functional as well as non-functional aspects and also describes correspondence analyses between the Hardware- and VP-level to utilize information available at different levels of abstraction. All approaches are discussed in detail and are evaluated extensively, using several experiments to demonstrate their effectiveness in enhancing the VP-based design flow. Furthermore, the book puts a particular focus on the modern RISC-V ISA, with several case-studies covering modeling as well as VP and SW verification aspects. Provides a comprehensive set of techniques to enhance all key aspects of a Virtual Prototype (VP)-based design flow Includes automated formal verification methods and advanced coverage-guided testing techniques, tailored for SystemC-based VPs Describes efficient, coverage-guided test generation methods for VP-based functional and non-functional software (SW) analysis and verification Includes correspondence analyses to utilize information between different abstraction levels in the design flow Uses several VP and SW verification case-studies that target the modern RISC-V ISA.

Prototyping Reinhard Budde,Karlheinz Kautz,Karin Kuhlenkamp,Heinz Züllighoven,2012-12-06 Prototyping is an approach used in evolutionary system development. In this book, the authors show which forms of prototyping can be employed to tackle which problems. They take a look at the tools used in everyday software development with a view to determining their suitability for prototyping, and attempt to elucidate prototyping as a methodological concept. Part I of the book looks at prototyping as an approach for constructing and evaluating models. Traditional approaches and phase-oriented life cycle plans are discussed. Prototyping overcomes fundamental problems associated with life cycle plans. The authors present their own concept of evolutionary system development. Part II shows to what extent technical support of evolutionary system development is possible. Various tools for supporting prototyping are discussed and prospective trends are indicated. Criteria are listed to help the reader choose between the various development environments currently available or likely to become available in the near future. Case studies are used to illustrate how prototype construction can be integrated in software projects.

Rapid Prototyping and Engineering Applications Fuewen Frank Liou,2019-02-06 Since the publication of the first edition, several Additive Manufacturing technologies have been invented, and many new terminologies have been formalized. Each chapter has been brought up-to-date so that this book continues with its coverage of engineering procedures and the application of modern prototyping technologies, such as Additive Manufacturing (AM) and Virtual Prototyping (VP) that quickly develops new products with lower costs and higher quality. The examples, practice exercises, and case studies have also been updated. Features Gears toward rapid product prototyping technologies Presents a wide spectrum of prototyping tools and state-of-the-art additive manufacturing technologies Explains how to use these rapid product prototyping tools in the development of products Includes examples and case studies from the industry Provides exercises in each chapter along with solutions

Brand Storytelling Miri Rodriguez,2023-07-03 Written by the award-winning storyteller Miri Rodriguez at Microsoft, this bestselling book gets back to the heart of brand loyalty, consumer behavior and engagement as a business strategy by using storytelling to trigger the emotions that humans are driven by. Despite understanding essential storytelling techniques, brands continue to explain how their product or service can help the customer, rather than showcasing how the customer's life has changed as a result of them. This second edition of Brand Storytelling contains new trends in storytelling, as well as expanding on story experience and employee experience. This book explores the future of brand storytelling in a post pandemic era. New to this edition is also a 'How to Guide' taking readers through each step of the design thinking process in order to prototype their stories. Brand Storytelling provides a step-by-step guide to assess, dismantle and rebuild a brand story, shifting the brand from a 'hero' to 'sidekick' mentality and positioning the customer as a key influencer to motivate the audience. Clarifying why machine-learning, AI and automation only tell one side of the story, this book will inspire you with cutting edge interviews and case studies from leading brands like Expedia, Coca Cola, McDonalds, Adobe and Google to tap into authentic brand loyalty and human connection.

Prototyping&sorty Book Review: Unveiling the Power of Words

In a world driven by information and connectivity, the power of words has be evident than ever. They have the capability to inspire, provoke, and ignite change. Such is the essence of the book **Prototyping&sorty**, a literary masterpiece that delves deep into the significance of words and their affect our lives. Published by a renowned author, this captivating work takes readers on a transformative journey, unraveling the secrets and potential behind every word. In this review, we will explore the book is key themes, examine its writing style, and analyze its overall affect readers.

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