

Effective Software PrototypingSM

Proven techniques software prototyping to drive requirements and usability

What You Will Learn

Learn how to build effective prototypes to quickly communicate business requirements and set realistic user expectations. You will learn a proven process for planning, creating and communicating interactive prototypes to validate design decisions and gain consensus on the proposed software design. These are the same techniques being used successfully on real projects for many of our Global 2000 clients and large government organizations. Implementing a successful prototyping process can mean the difference between success and failure in the coming years. Learn from the experts who have been delivering success in this field for over a decade!

We will show you how to apply a **proven process** for identifying true user requirements, developing and validating **conceptual models**, and creating visual prototyping designs that are **highly usable**. We will show you how to plan and implement a rapid prototyping process to quickly identify user requirements and allow product visualization to transform the way your organization designs and builds software.

Attendees will learn how to:

- Develop a detailed prototyping plan
- Facilitate prototyping sessions
- Choose the best prototyping method based on project needs
- Apply new design modeling techniques to assure usable prototypes
- Develop task flows and scenarios
- Define prototype content and fidelity
- Create effective prototypes
- Create usable design patterns to facilitate rapid prototyping
- Validate design decisions with prototypes

Benefits To Your Company

- Reduce risk by using prototypes to improve requirements definition
- Learn techniques for building successful prototypes
- Discover a proven seven-step process for creating successful prototypes
- Translate requirements into visual prototypes to communicate application designs and manage user expectations

Who Should Attend

- **Project Managers** who are responsible for establishing or managing software projects
- **Project Leaders** who need to use a proven process to build effective prototypes
- **UI Designers** who need to know how and when to leverage prototypes to ensure usable designs
- **Developers** who are responsible for implementing software projects
- **Business Analysts** who need to translate business requirements into successful software designs
- **End Users** who need to understand effective prototyping techniques.

This class is designed for corporate or commercial developers and analysts that are, or plan to be, involved in software development projects. Anyone concerned with developing highly successful software, including individuals that will gather user requirements or end-users themselves will also benefit from attending. Attendees should have a basic understanding of requirements gathering and software design techniques.



Attendees will be provided with a **complete set of templates** for quickly implementing this process within their organization.

▢ *Class outline on other side*

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SEMINAR OUTLINE

1. Prototyping Primer

- a. What is a prototype?
- b. Discuss benefits and challenges of prototyping and how to overcome them
- c. Discuss the purpose and best uses for prototypes
- d. Discuss various prototyping methods

2. Prototype Process Overview

- a. Review the prototype process
 - i. Planning
 - ii. Modeling
 - iii. Specification
 - iv. Design
 - v. Results
 - vi. Validation
- b. Learn techniques to implement the process on your project
- c. Adapting the process to your organization

3. Planning Your Prototype

Develop a tailored prototype plan to validate your software project.

Verifying Assumptions

- a. Introduction to design patterns
- b. How to write a pattern
- c. How to use patterns during design

Validating Requirements

- d. Review sessions
- e. Goal Identification
- f. Usability testing

Developing task flows

- g. Task layer maps
- h. Task dependencies
- i. User Profiles

Defining content and fidelity

LAB: Review a prototype plan and identify ways to improve it.

4. Creating Prototype Specifications

- a. Identifying goals of the prototype
- b. Determining prototype characteristics
- c. Choosing a prototyping method
- d. Choosing prototyping tools

LAB: Develop a prototype specification

5. Building Effective Prototypes

- a. Establishing review cycles
- b. Validating design decisions
- c. Deploying prototypes for review
- d. Integrating collaborative designs
- e. Learn design techniques for an effective corporate information center

LAB: Create a transactional prototype

6. Establishing Design Standards

- a. Explain why design standards are important
- b. Visual Design Standards
- c. Interaction Design Standards
- d. User Interface Design Standards
- e. Information architecture guidelines

7. Usability Testing Prototypes

- a. Practical usability testing techniques
- b. Discuss when usability testing should be conducted
- c. Explore the differences for usability testing a Web site vs. a traditional GUI application
- d. How to conduct a usability test
- e. Interview techniques for optimal user feedback
- f. Translating test findings in usable designs

LAB: Conduct a usability test for a prototype

Course Conclusion