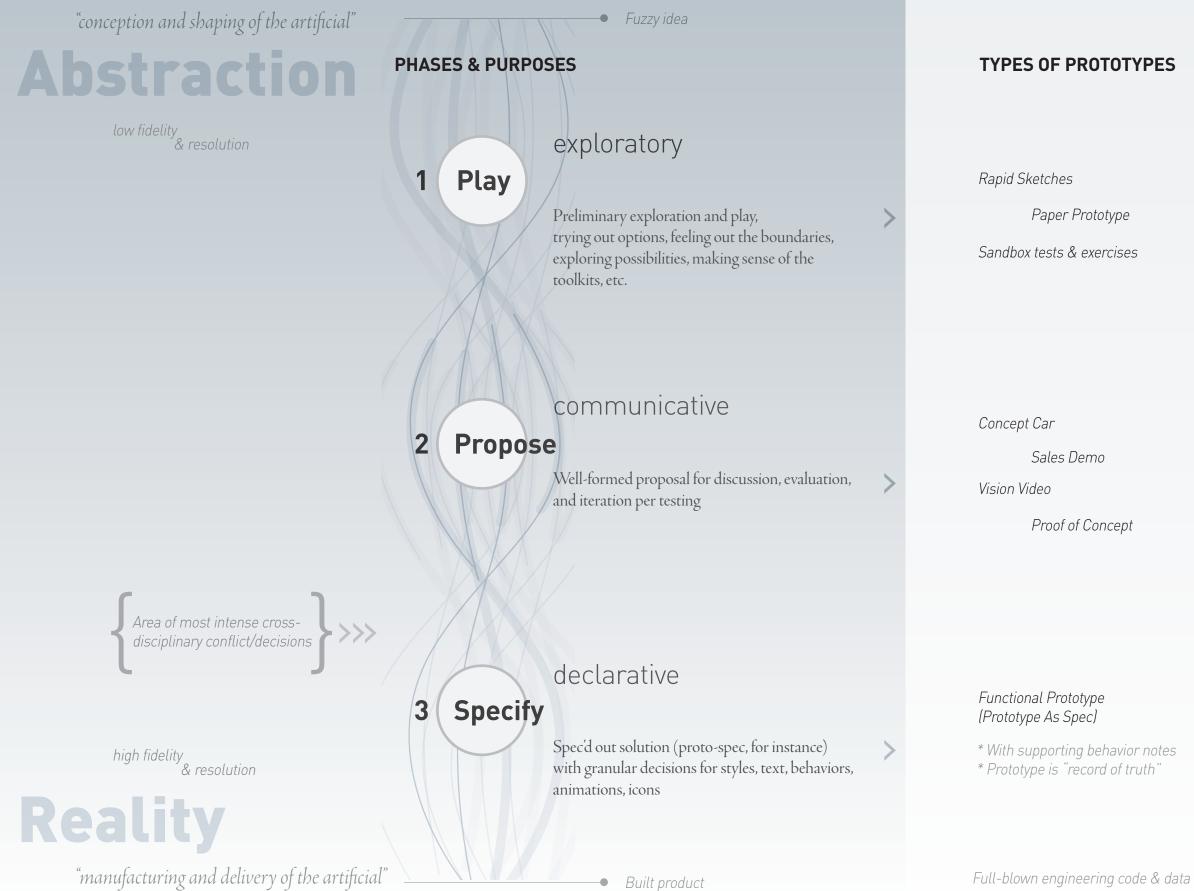
The Prototyping Spectrum

An overview of the issues, goals, tools, and phases of design prototyping



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TOOLS & MEDIA

Paper & pen, stickies, print-outs Whiteboards, improv using props

Quicktime Movie, or similar

Click-through slideshow (Keynote, PDF, HTML, Flash)

Interactive PDF w/behaviors Interactive HTML w/behaviors Interactive Flash w/behaviors

High degree of behavior simulation (backend hooks, web services, etc.) using HTML, Flash/Flex, XML, Java, etc.

Dev toolkit (Eclipse, JDev, etc.)

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