

What is a Prototype?

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- A prototype can be anything from a series of drawings to a perfect replica.
- The goal of having a prototype is to test a product idea before spending time and money on the final product.

- Prototyping is essential in the creation of new products.
- It can resolve usability issues and reveal areas that need improving or discarding.

The Basic Qualities of a Prototype

- **Representation:** This refers to the actual form of the prototype, i.e., paper and mobile, or HTML and desktop.
- **Precision:** The prototype's fidelity, i.e., its level of detail, polish and realism.

The Basic Qualities of a Prototype

- **Interactivity:** This refers to how functional it is to the user, e.g., fully or partially functional or available for viewing only.
- **Evolution:** This refers to the 'lifecycle' of a prototype. Some prototypes are built quickly, tested, discarded and eventually replaced by an improved version. This is called 'rapid prototyping.'
- Others are built, improved upon and ultimately become the final product.

- Medi-Ray produces prototypes based on a customer's design with refinements by Medi-Ray's design personnel.
- Second and third stage prototypes take designs all the way to the final dimensions for DOT testing, customer production requirements and marketing personnel approval.



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