Sketches vs. Prototypes

--- Buxton, Sketching User Experiences
Hi-Fi vs. Lo-Fi Prototypes

- Prototypes
  - Get/refine ideas for real system
  - Perform usability testing
  - Do advance demos
- Hi-Fi prototypes
  - Often use computer-based tools
  - Provide look & feel of a real system
  - Slow creation/turnaround
- Lo-Fi prototypes
  - Often use paper (and other low-tech material)-based tools
  - Provide rough approximation of a system
  - Fast creation/turnaround

Wireframe: A design artifact that expresses the basic screen contents/layout/interactivity of a UI, typically using simplified graphics

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