

# agile low fidelity prototyping

- interaction and interface design by stealth

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uncertainty  
about the solution  
about the problem  
both are **moving targets**

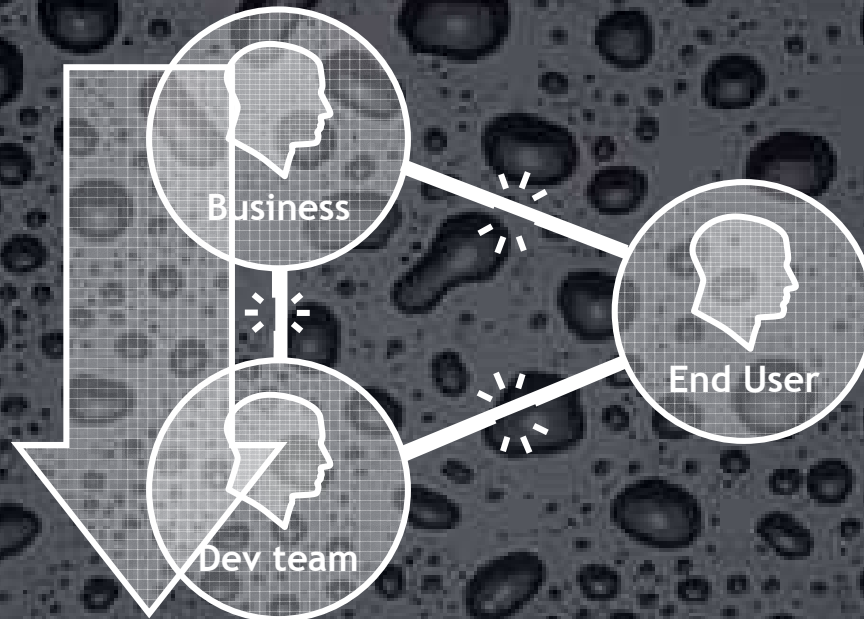
**Lo-fi can help**

pressure  
to change

internal  
& external

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disconnection

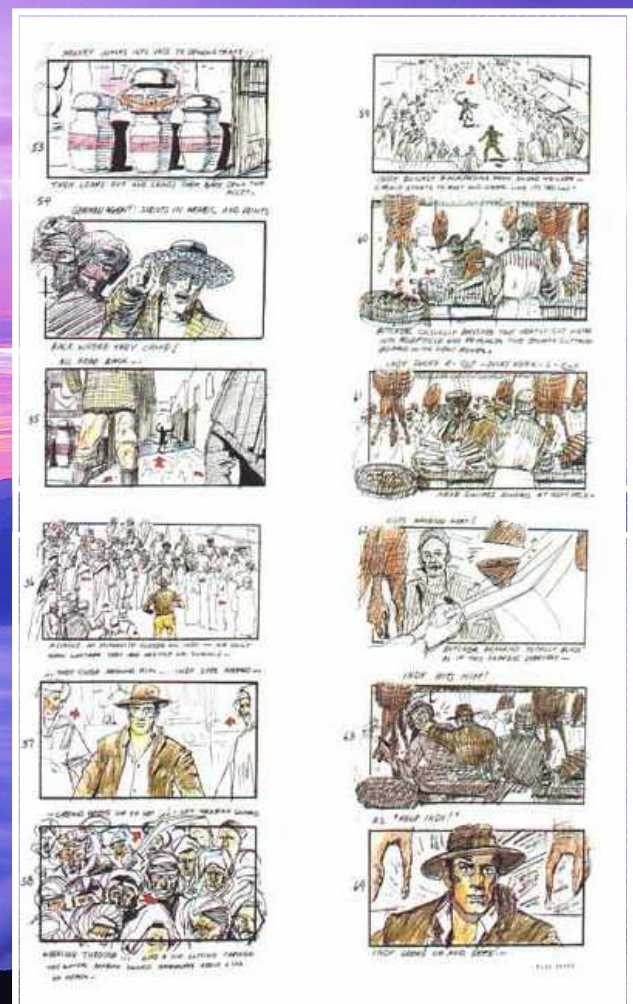


connection



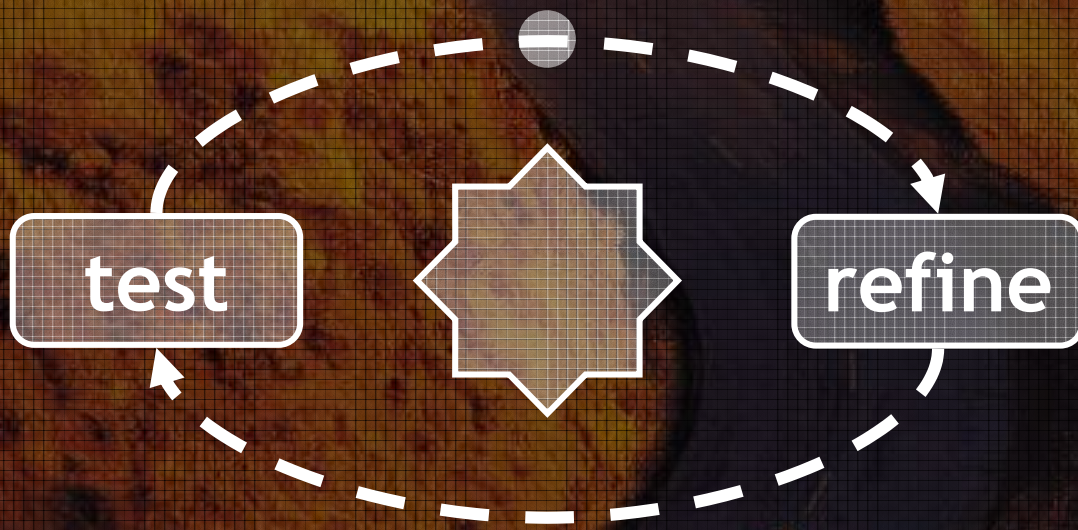
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communication



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at its core...



## what's in a model?

tangible enough

easy to understand

testable

collaborative

shared understanding

quick to create and easy to change

drives  
feedback

it's a scary big world...

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... what if x?

models give predictive power

predictive power gives control

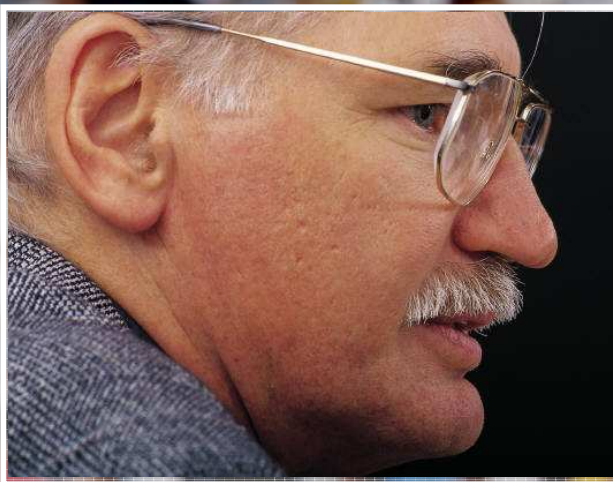
control allows me to manage risk

that's good

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all about the people

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Goals

Knowledge

Skills

Attitudes

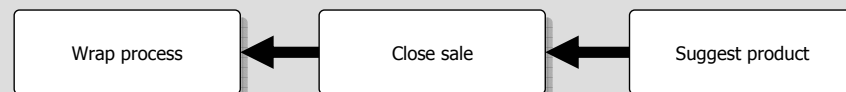
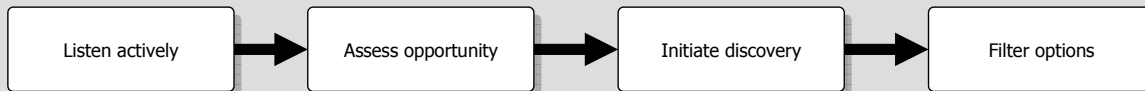
### About Ron

age 58 | Customer service rep | been with company six months | part time job after being made redundant | ex-insurance salesman | hates computers |

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# get it all aligned

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# generate 1st pass stories

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A close-up photograph of numerous yellow and orange flowers, possibly Hibiscus, filling the frame. The petals are vibrant and layered, creating a dense, textured background.

**storyboards**

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A close-up photograph of a single blue flower, possibly a Delphinium, with long, slender petals radiating from a dark center. The background is a soft, out-of-focus green.

**concluding thoughts**

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**design by stealth**

**mitigates business risk**

**engagement and momentum**

**outrageously iterative**

**expectations (danger)**

**not just BAs (danger)**

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