Rapid Prototyping
In eLearning

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What is a prototype?

- Sample or model
- Presented appropriately and timely
- Snapshot of the entire project
- Allows project to be envisioned
- Created in many different ways
Rapid Prototyping – Initial Steps

- Analysis
  - Needs
  - Task
  - Audience

- Design
  - Prototype built based on analysis.

- Review
  - Customer review and feedback.
Rapid Prototyping – Final Steps

After Prototype Evaluation

Are edits to the prototype required?

Yes

No

Revisions and refinements made.

Prototype developed into final product.

Continuous evaluation of the product might warrant more revisions and refinements
Advantages of Process

- Saves time and money. Efficient use of resources.
- Enhances communication with customers.
- Completed effectively and quickly.
- Thinking outside of the box by designers.
- Established expectations. Continuous evaluation.
## Resources

### Online Tools

- **Adobe XD** – software for designing, prototyping, and sharing
- **Origami Studio** – tool for designing modern interfaces
- **Marvel** – design and prototyping tool
- **Storyboarder** – tool for creating storyboards to visualize your idea
- **Plot** – collaborative storyboarding tool allowing visuals and a script
- **Boords** – collaborative storyboarding tool allowing scripts and animatics

### More Information

- **Instructional Design & Rapid Prototyping: Rising from the Ashes of ADDIE** – comparison of the ADDIE model and rapid prototyping
- **Rapid Prototyping of Mobile Learning Games** – research which examines how prototyping is used to create learning games
- **Rapid Prototyping Reconsidered** – research on how rapid prototyping was employed in curriculum design
- **The Ins and Outs of Rapid Prototyping for eLearning** – description of the rapid prototyping process and its benefits