Differences

Mo Tu We Th Fr Sa Su

Date: 1

1) Sketching Vs. Prototype:

Sketching	Prototype
(1) Sketching is rapid creation of freehand drawings expressing preliminary design ideas, focusing on concepts rather than details.	Prototyping provides an early version of system that can be constructed much faster and is less expensive.
(2) Sketching is used for the purpose of giving suggetions.	Prototyping is used for the purpose of description.
(3) It explore the idea of designing any model.	It refines the idea of designing the model.
(4) It is the propose system because here idea comes from different people.	It is Testing system because it's very first model of any product.
(5) It uses Tentative Ideas.	It has specific Ideas.

Mo Tu We Th Fr Sa Su

Date :

(2) Data Driven Vs. Model Driven Inquiry

Data Driven Inquiry	Model Driven Inquiry
(1) In Data Driven inquiry user interacts primarily with the data	In Model Driven Inq user primary interact with model and its result.
(2) Helps to solve mainly unstructured problems.	Helps to solve well-defined & structured problems
(3) It can be contains in general simple models.	It can be contains in general various & complex models
(4) In this method large amount of data are crucial	In this method large amount of data are not necessary.
(5) Helps to improve or prepare decision by showing development in past & by identifying relations or patterns.	Helps to understand the impact of decisions on organizations.

Mo Tu We Th Fr Sa Su Date :

(3) Designer's Mental model Vs. User Mental model.

Designer's Mental Model	User Mental Model.
(1) It's a vision of how a system works as held by the designer	It's a description of how the system works as held by user.
(2) It's sometimes called as a conceptual model; i.e a designer's conceptualizat^{n} of the envisioned system - what the system is, how it is organized, what it does & how it works	A user's mental model is a conceptualizat^{n} or internal explanation each user has built about how a particular system works.
(3) It's created from what is learned in contextual inquiry & analysis & is transformed into design by ideation & sketching.	its a product of many different input including knowledge in the head & knowledge in the world.
(4) It's the model that the designers want the end users to understand.	Mental models are usually based on beliefs or assumptions not the facts.

(5) for example, let an online library is the interface the person interact with as a process ted by concept by library.	for example, when getting a book from the library by a user, they have a user mental of the things they have to do to achieve goal.

(4) Wireframes Vs Mockups Vs Prototypes

Wireframes	Mockups	Prototypes
(1) Its a low-fidelity way to present a product can efficiently outline structures & layouts.	Its a kind of high fidelity static design diagram, should demonstrate info fields & statistically present content & functions.	Its already very closed to finished products, as its the sample model of any product

Mo Tu We Th Fr Sa Su

Date :

(2) It's the basic & visual representation of the design,	Unlike a wireframe, a mockup looks more like a finished product or prototype but it is not interactive & not clickable.	Here, processes can be simulated & user interaction can be tested
(3) Its design doesn't need to focus too much on minutiae, but must express design ideas & should not miss any important parts	It's rather a graphic representation.	A prototype not very similar to finished product
(4) A wireframe is like a channel that helps team member understand their projects better	This can be helpful for example to provide investors with a picture of how a finished product can be & help team members review their project visually	A prototyping is an excellent tool to obtain user feedback & to test the product.
(5) It needs to be clarified	it needs to be perfect	it needs to be interactive.