

Why Sketching with Hardware?

Albrecht Schmidt
LMU München, 2020

Home > Magazines > Interactions > Vol. 24, No. 3 > Understanding and researching through making: a plea for functional prototypes

RESEARCH-ARTICLE

Understanding and researching through making: a plea for functional prototypes



Author: [Albrecht Schmidt](#) [Authors Info & Affiliations](#)

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[← Previous](#) [Next →](#)

[Abstract](#)

[References](#)

[Index Terms](#)

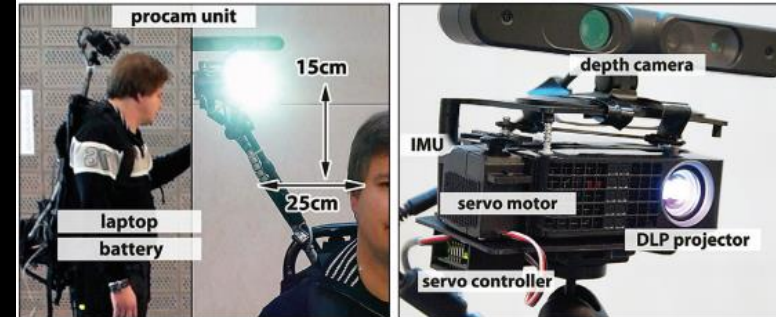
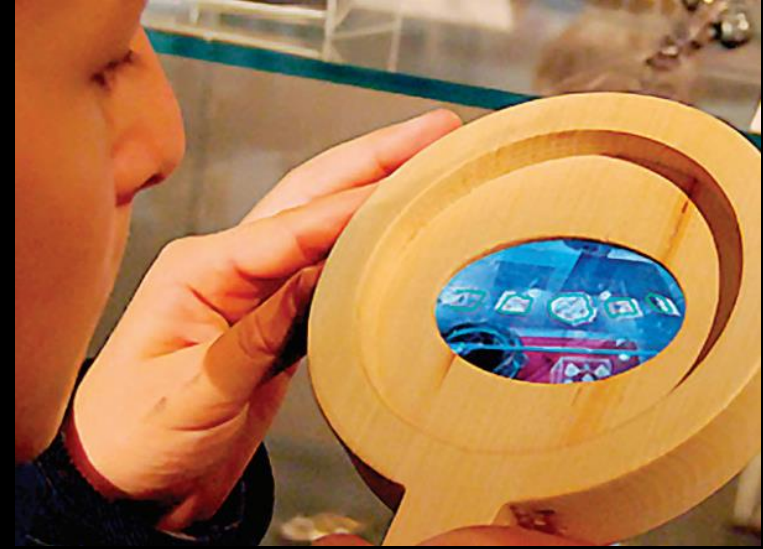
Abstract

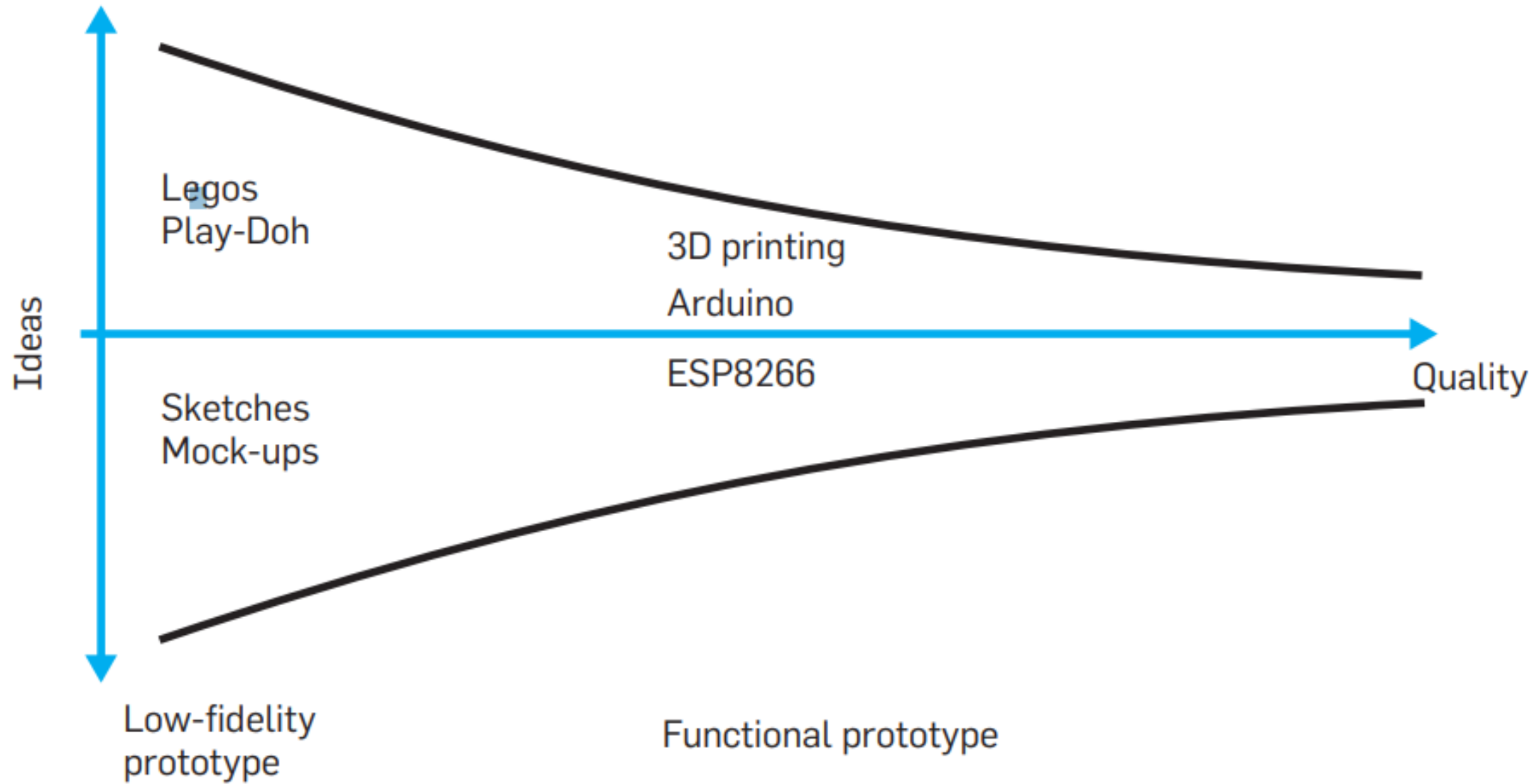
Envisioning, designing, and implementing the user interface require a comprehensive understanding of interaction technologies. In this forum we scout trends and discuss new technologies with the potential to influence interaction design. --- **Albrecht Schmidt, Editor**

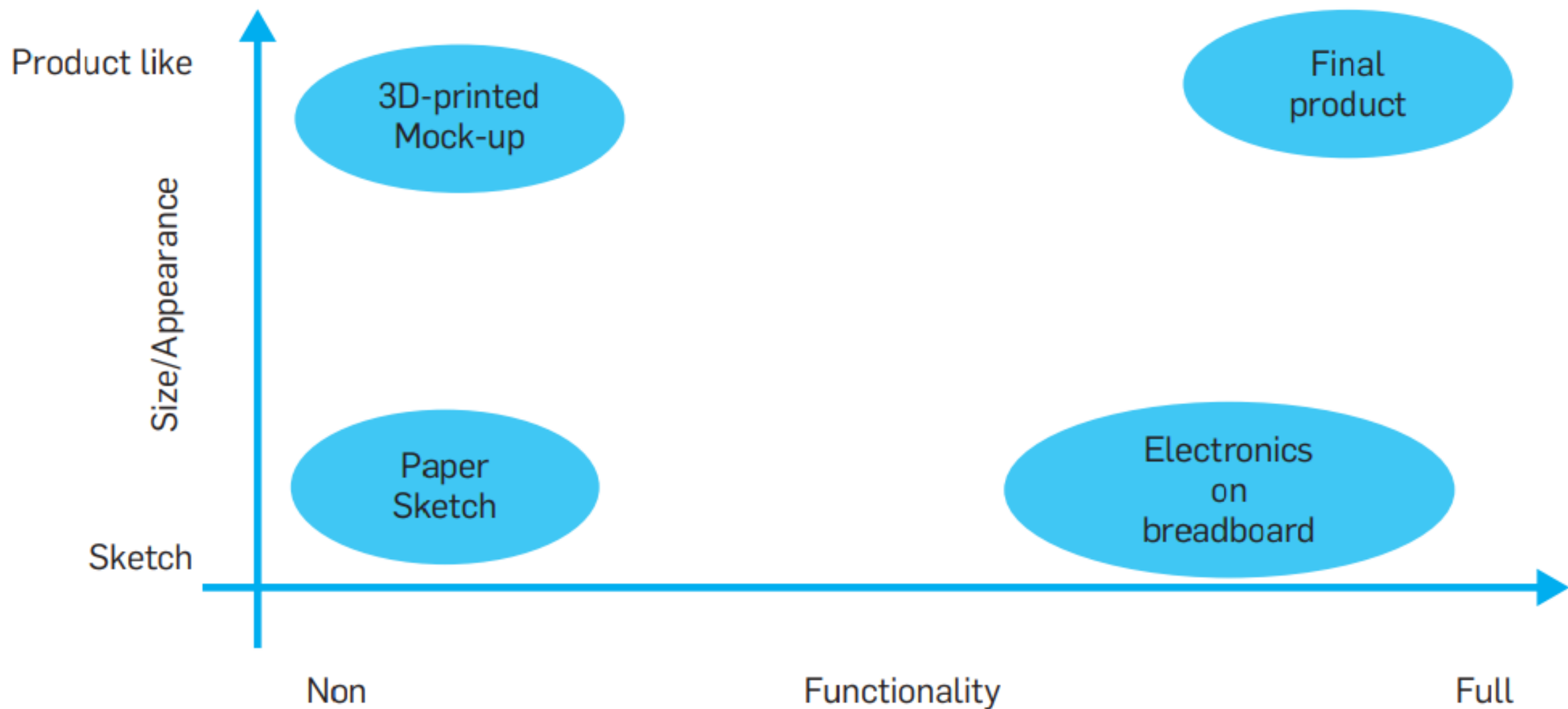
Albrecht Schmidt. 2017. Understanding and researching through making: a plea for functional prototypes. interactions 24, 3 (May + June 2017), 78–81. DOI:https://doi.org/10.1145/3058498

HOW TO CREATE FUNCTIONAL PROTOTYPES

- Repackaged off-the-shelf devices
- Systems
 - of standard hardware components
 - add-ons to common hardware components
- Custom hardware development

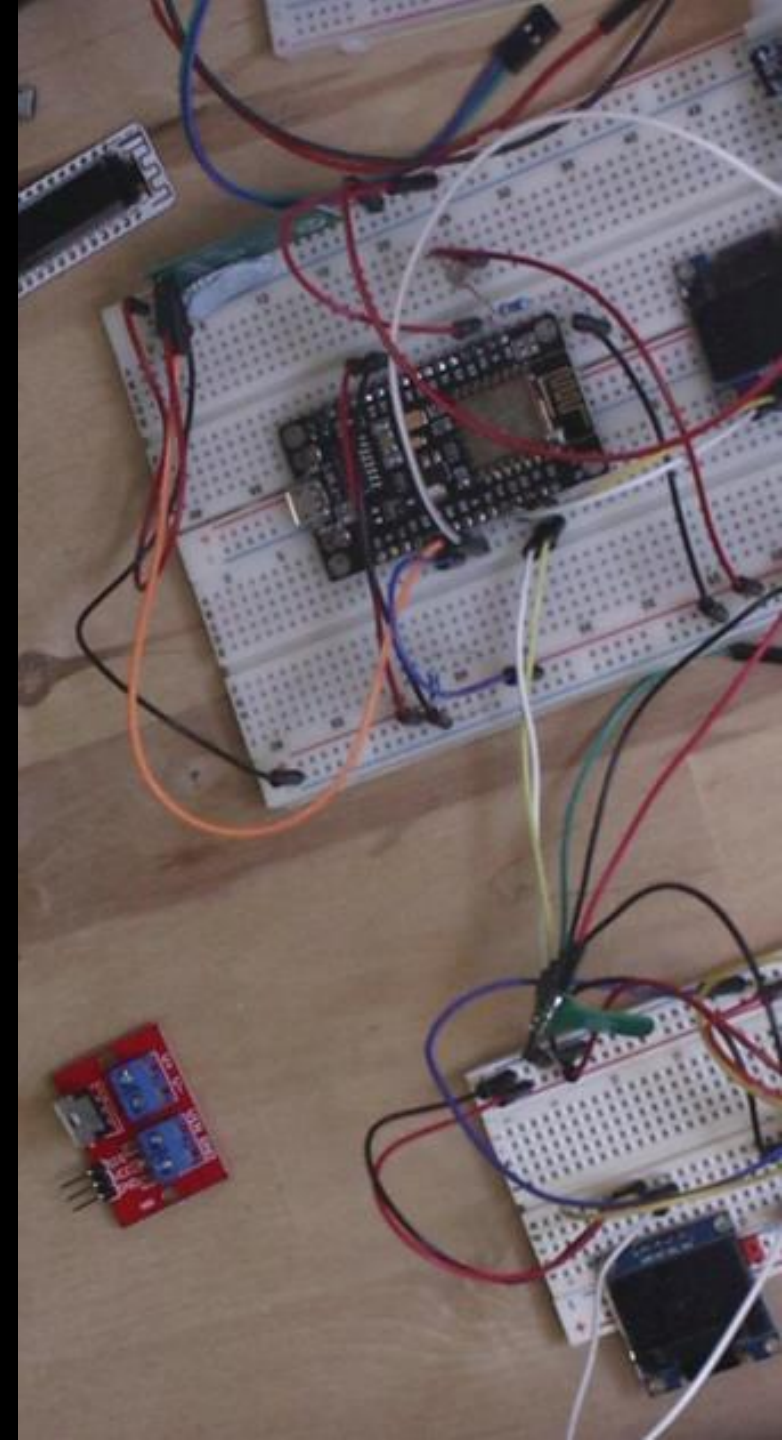






HOW TO CREATE FUNCTIONAL PROTOTYPES

- Repackaged off-the-shelf devices
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 - of standard hardware components
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- **Custom hardware development**



Learning Goals

Being able to transform an idea for an interactive smart object or device into a functional prototype, that can be realistically experienced.

What are the functional prototypes good for?

Communicating the idea in detail

Allowing someone to experience the idea

Understanding challenges in usage

Conducting realistic studies

Providing a rough blue print to get it implemented

References

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The screenshot shows a web browser displaying the ACM Digital Library page for the article "Understanding and researching through making: a plea for functional prototypes" by Albrecht Schmidt. The page includes a navigation bar with "Journals", "Magazines", "Proceedings", "Books", "SIGs", "Conferences", and "People". The article title is prominently displayed, along with the author's name and a link to "Authors Info & Affiliations". The publication information is "Interactions • April 2017 • https://doi.org/10.1145/3058498". The article is categorized as a "RESEARCH-ARTICLE". The abstract text is visible, starting with "Envisioning, designing, and implementing the user interface require a comprehensive understanding of interaction technologies. In this forum we scout trends and discuss new technologies with the potential to influence interaction design. --- Albrecht Schmidt, Editor". The page also features a "Get Access" button and a sidebar with "Interactions Volume 24, Issue 3" and navigation links for "Previous" and "Next".