

ONE PAGE SUMMARY

Creative Skills > Product Design > Prototyping & Validation

Paper & Clickable Prototypes

Master the essential concepts of Paper & Clickable Prototypes.

DEFINITION

Paper & Clickable Prototypes is a key topic in Prototyping & Validation. Understanding it will give you a solid foundation to tackle related problems and questions.

KEY CONCEPTS

Core Definition

Understand the fundamental meaning and use of Paper & Clickable Prototypes.

Key Rules

Apply the main rules or formulas that govern this topic.

Problem Solving

Break problems into steps and follow a logical method.

Real-World Use

Recognise how Paper & Clickable Prototypes appears in practical day-to-day contexts.

EXAMPLES

- Work through a simple numerical or written example to see the concept in action.
- Try applying the concept in a different context to test your understanding.

MEMORY TIPS

- ★ Write a short summary in your own words — if you can explain it simply, you understand it.
- ★ Create a mind-map linking this topic to related ideas you already know.

COMMON MISTAKES

- ✗ Skipping the definition and jumping straight to formulas without understanding the "why".
- ✗ Not checking answers against the original question requirements.

QUICK RECAP

Paper & Clickable Prototypes covers fundamental concepts you will apply throughout Prototyping & Validation. Make sure you understand the core definition, can work through examples step-by-step, and review common pitfalls before assessments.