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It considers some of paper prototyping benefits and drawbacks and explains the way to compare it to whatever other method of prototyping available for a product. It reviews two main topics: (1) the way a prototyping method supports (or interferes with) the process of creating an interface and (2) the effects of paper prototyping on the people involved in producing, testing, and refining a design.

Using pencil and paper is an easy approach to create paper prototyping, but coloured markers and coloured paper can also be used for designing visuals based on visual literacy effects (Fig. 3).

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to code. Just by using simple materials - as simple as pen and paper - designers can visualize concepts and ideas, share them with their team and stakeholders and quickly get everyone on the same page.

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Carolyn Snyder: Paper Prototyping: The Fast and Easy Way to Design and Refine User Interfaces. Even though it is from 2003, the methods don't change much, so I still recommend this book. See Amazon.com's book page or Amazon.co.uk's book page for more info.

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