

Flawed prototype

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Google Glasses Prototype Lessons for Designers from the Prototype Google glass prototype offered several lessons for designers. Apart from the need for portability, most people desire to use an efficient gadget that is responsive. Most designers cannot afford the Google glass prototype, or are not part of the Google team. For that reason, they have to simulate their designs to enjoy the experience. Through this, designers learn how to make concepts and prototypes.

Simulations

The difference between Google glasses and normal eyeglasses is the incorporation of a head-up display, instead of a lens. In the simulation of the Google glass prototype, one has to download a good app design template, whose typography matches UX standards. The simulation can also be done on an Android phone, but the best software is GlassSim.

Changes in the Final Design

Google glasses had several prototypes before its present design. Older versions looked a bit awkward, as compared to the latest prototype. Previously, one had to carry a backpack and a Pico projector. The glasses were larger than a human face. While it was not portable before, the final design offers a stylish and easily portable gadget. The Emu prototype, produced in 2001, came later, after the Cat prototype. The final design, Emu prototype, is admirable, lighter, portable, and cleaner.

Cost of the Prototype

The google glass prototype retails at around \$1, 500. The latest design, which will be as light as normal sunglasses and more computerized than previous versions, will definitely be more expensive.

Works Cited

<https://assignbuster.com/flawed-prototype/>

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