What do you think is the greatest strength of paper prototyping, or its greatest weakness? Did Buxton convince you that having multiple differing versions of paper prototypes in parallel is a good thing? Explain why or why not.

Please be diligent about submitting your comment on Gradescope by 12:00pm. Reading comments will receive 0 points if it is irrelevant, 1 point if they do not relate well to the reading, 2 points for relevant and interesting comments, and a small number of comments (about 15%) will receive 3 points for exemplary and highly insightful thoughts. Late or missing reading comments will not be graded and will receive a 0.

Keep comments below 200 words. If your comment is more than 200 words, you will not be eligible to receive the 3 points.