

# Architecture for the automatisisation of virtual prototyping for chip design at silicon level

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“This paper thesis proposes the development of a desktop application, by integrating a graphical user interface designed to improve the user experience with the virtual prototype of a chip. The identified problem is the difficulty of users accessing, interacting, configuring and analyzing the virtual prototype in an intuitive and centralized way. The interface groups and optimizes access to the functions and information necessary to understand and then analyze the prototype, through a natural and efficient interaction.

The implementation demonstrated a significant increase in the understanding of the virtual prototype concept and in user satisfaction and performance, while also decreasing the access time to existing virtual prototypes, things that led to the popularization of the product and a better understanding of the activity of the virtual prototyping department.

The application is now a standard for using the virtual prototype, being the most popular way to interact with it. It is used by the Virtual Prototyping department within Infineon Romania and by the clients of the department.”

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