



Module No 3 “PROTOTYPE DESIGN GUIDELINES”

Depending on WHAT kind of idea for a solution to the challenge selected, the process of designing a prototype can differ.

Normally a **prototype** is something a user (stakeholder) can interact with or experience. It can be a drawing, post-it notes, a gadget the group puts together, a storyboard or a role-playing activity.

When ideating and problem-solving you should remember the following:

- TO COMMUNICATE: If a picture is worth a thousand words, a prototype is worth a thousand pictures.
- TO START A CONVERSATION: A prototype is an opportunity to have another (follow-up) conversation with a user (remember the interviews!)
- TO FAIL QUICKLY AND CHEAPLY: Commit few resources to developing each idea (do not spend money without having to)
- MANAGE THE SOLUTION-BUILDING PROCESS: Break down the challenge/problem into smaller tasks (see prototype-building steps below).

PROTOTYPING STEPS:

1. REFLECTION: review and reflect on the idea for a solution that the group selected (the challenge and the proposed solution). Is the idea clear for everyone?
 - Use “Ideate” template for this reflection
2. STAKEHOLDERS: Build on the “user” analysis from the Define/Empathy session in Module 2 to list all relevant stakeholders of the new solution (everyone who will benefit indirectly and directly from it). Group members reflect first individually, and then in groups, on who the stakeholders are and then list them together.
 - Use “Stakeholder template”
3. BUILD A PROTOTYPE: Start the design process. Begin by listing the steps in designing the prototype (different tasks, expected outputs and measuring success) and then start building.
 - Use “Prototype Task List template”