

IDEO - Build & Run Prototypes

168 hours

IDEO

Part of LUMA collection. --- Build your prototypes quickly, share them immediately, keep learning.

H HOW TO RUN

1 Steps:

- 1. Create a worksheet for each of your prototypes using the Prototype Report Card worksheet. The report card has two sections. The top section will help you and your team align on what you want to learn and how you'll do your testing. The bottom section will be where you document what you learn later.
- 2. You can prototype ideas using any number of activities, such as Storyboards, Role Plays, models, mock-ups. The goal is to make something tangible that is good enough to get your idea across.
- 3. Now take your prototype out and test it with end users. Put it in their hands, observe how they interact with it, and

O OBJECTIVES

- > Test ideas quickly
- > gather rapid feedback
- > iterate based on learning
- > validate desirability/feasibility/viability

M MATERIALS

- Pens
- Paper
- Supplies

P PARTICIPANTS

Design team

F FACILITATOR NOTES

REMEMBER

- Focus on speed and learning, not perfection.
- Document everything you learn using the Prototype Report Card.
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