## PROTOTYPING PLANNING

#### Project Title:

Think about what we need to test and what we want to learn.

WHAT?	WHO?	HOW?	PLAN: When do we need to do things?	
What do we want to learn? What do we want to test?	Who do we want to test it with?	What format is it going to take (roleplay, paper models,)?	ITERATION 1 Think of something you can prepare and test today	ITERATION 2
			Prepare	Prepare
			Do	Do
WHY: In what why this is important to your project?		SUCCESS: What would suc	In the Mar O	
THE IN WHAT WHY THIS IS IMPORTANT TO YOUR PROJECT?			OOOLOO! What would success look like?	

# Proto-what?! Try it - quickly, ugly, cheaply





#### "A life of failure"

Dyson – 5 years, 5000 prototypes



#### Will it work?

Proof of concept: testing the feasibility of an idea



#### Prototype before you pilot

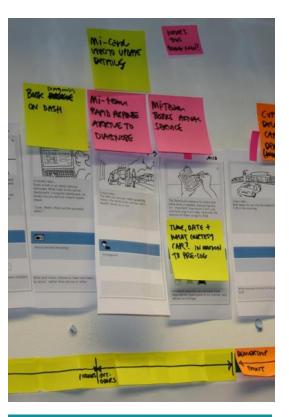




Involve users early

Evaluate, articulate, win hearts and minds

#### It's all about asking questions







Journeys / pathways

"Does this sequence of

events make sense?"

**Products and Environments** 

"Is the space right for what we're trying to achieve?"

Information

"What's the best way of saying this?"

### A few methods





#### Paper prototyping





#### **Storyboarding**



#### **Desktop prototyping**





### **Role-playing**



#### **Service touchpoints**



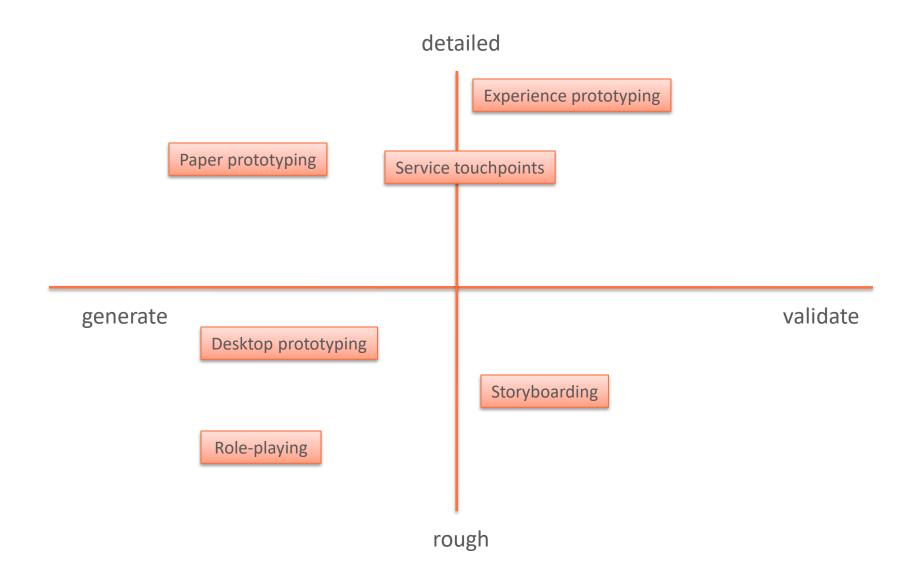
#### **Experience prototyping**



#### Staging: working with actors and audiences



#### **Exploring or developing?**



#### **Prototyping - summary**

**Embrace failure, iterate and learn** 

Always prototype with users

Manage risk – don't avoid it ("let's just try it for a day")

It's not difficult – get your hands dirty!