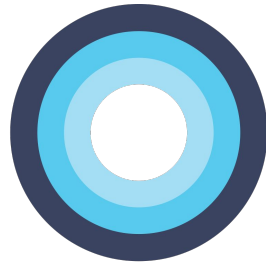


Introduction to Prototyping



LIFEHACK

Design Process

Identify an
issue

Learn about
people's
experience

Propose and
test ideas
and options

Keep testing
and
improving
them!



Our challenge:

**You're at a new supermarket and
you can't find where the milk is ...**



Team up



Learn about someone else's experience

**Find someone, interview them, swap over.
Five minutes per interview + note taking time.**



10 minutes

Interview Tips

If you are interviewing

Listen for feelings and needs

Listen openly without judgement

Ask why

Ask for an example

If you are interviewed

Be honest

Only share what you are comfortable sharing

You can stop sharing if you want to



Interview Reflection:

In your team: Use your interview reflection sheet to summarise what you heard



5 minutes

Ideas Sketch

Individually sketch or write 3 different ideas that could improve the experience.

Funny, crazy and silly ideas are encouraged.



5 minutes

*How might you make it
easier for somebody to
find the milk at a new
supermarket?*



**Back in your team,
choose one idea to work on**



2 minutes

Prototype: Make it

A prototype is a quick and simple version of an idea.



5 minutes

Prototype Feedback

Find another team to work with. Each team shares their idea and gets feedback.

Make notes on the worksheet.



5 minutes

Update & Improve

As a team, incorporate the feedback.

5 minutes

Write a summary

How does your prototype address the design challenge?

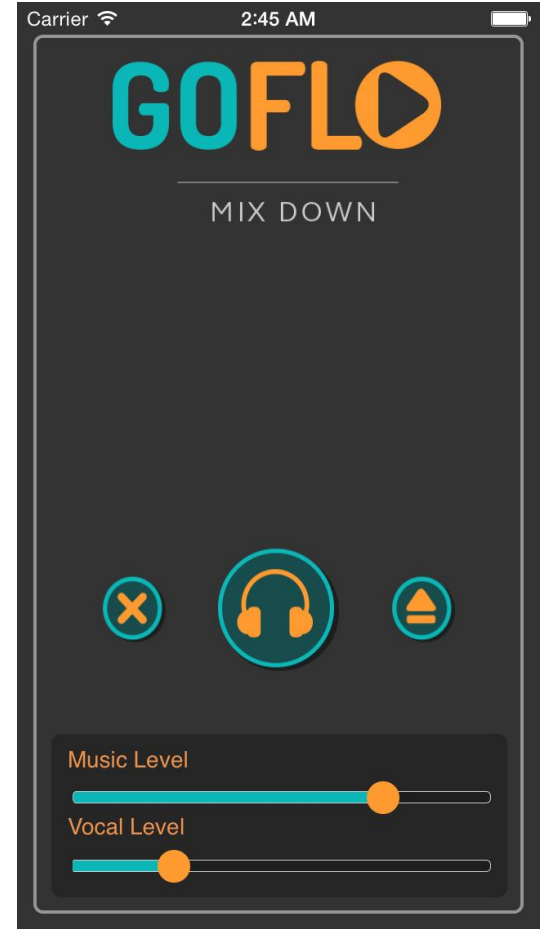
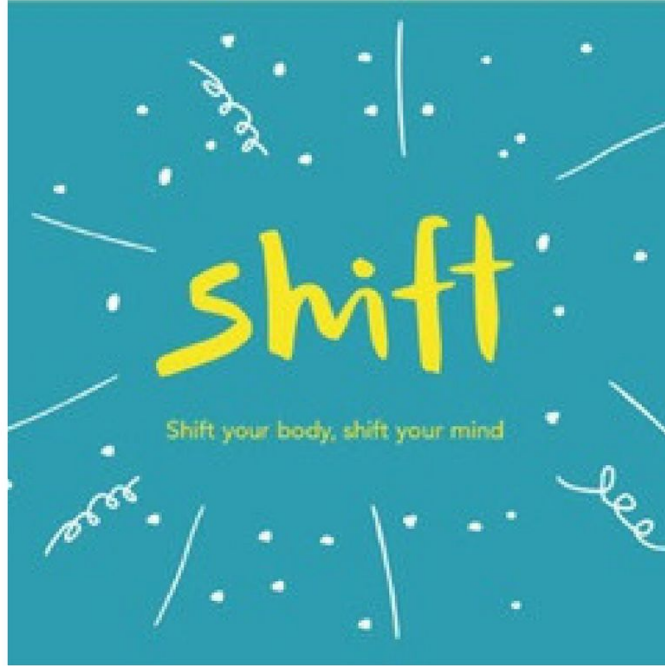
5 minutes

Gallery walk

**Place your prototype on the floor
with your summary sheet**

5 minutes

break



Reflection

In your team:

What did you notice about that process?

How might you take that into your mahi?

5 minutes

/end