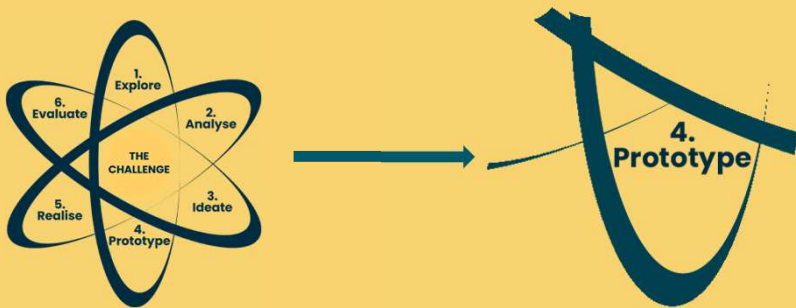


Module 4 : Prototype

4. Prototype



To prototype, the ideas must be given a manifested visual expression others can understand and relate to.

- Visualize ideas for shared understanding and validation.
- Prototype and field test for valuable feedback.
- Transform ideas into actionable solutions.

Prototyping



"Hands are sometimes smarter than brains"



What is a prototype



Why is this phase important



Activities for prototyping



ACTIVITIES

Title	Time	Group size
Build your own MVP	90 min.	10-40 students 5-15 groups
One MVP builder based on group instructions	90 min.	10-40 students 2-15 groups
Get Real	1 day	10-30 students

MVP



Get Real



https://www.demind.eu/atom_model/get-real/
D-EMIND p75

4.1 Get Real



Prototype

Author: Anni Stavnskaer

Facilitated by the Teacher



The aim is to visualise and create a prototype that is communicable to the client.



1 Day



10-30 students



Whiteboard and
creative materials



Steps

1. The students consider the idea/solution from the former phase (ideate) and give it a 'manifest' expression. The students work individually with building the prototype.
2. The students choose materials for their model from what they have where they are situated. Paper/pen, building materials etc. A prototype should be created regardless of whether the idea/solution is abstract or material. For example, if the idea is about changing communication patterns in an organization a model should be created.
3. During this process, the students should solve design issues for the prototype. For example, issues such as 'How much? How tall? Who?' etc should be addressed.
4. Students should take pictures with their phones - when they build their individual prototype. This picture should be shared in the virtual whiteboard with a description of the prototype.

Get Real



- Draw, build, construct (your own choice of material) a model of your chosen idea
- Show your idea in Teams
- Take a picture and send



[Cas](#)



[Wikipedia/Michiel1972](#)



[Adobe: TiA](#)



[Stilfehler](#)

Get Real



- Students should take pictures with their phones, when they build their individual prototype.
- This picture should be shared in the virtual whiteboard with a description of the prototype.
- Alternatively, the students take turns putting on the camera and show and tell about the prototype.
- Feedback from the class.
- The students vote which individual prototypes will be presented to the one who have presented the prototype or they will realize as an entrepreneur.
- It can also be a presentation of more ideas for the one who suggested the challenge.