Determine what to prototype

Team Time Round Two

Process: Determine what to prototype
Time: 15 minutes
Outcome: Ideate and brainstorm what you want to prototype.

Process overview

Your idea will have lots of testable components, so be clear about what you need to learn and which components will give you the necessary answers. Prototyping isn't about being precious. Make simple, scrappy prototypes to save time and focus testing on just the critical elements. The process of developing prototypes may also generate new ideas about the solution and/or help you to refine your ideas. At this stage you should have a lot of questions about how your idea will work. This is a great way to begin answering them.

Steps

1. With your team, write down the key elements of your idea. Think practically about what needs to be tested and write down your primary questions for each component.

2. Now pick a few questions to answer. Think through what kind of prototype makes the most sense to answer these questions. See the examples of prototyping options. You might consider holding a brainstorm now.

3. Remember that you want to be able to show and tell about your problem and solutions in a way that most creatively captures and demonstrates your idea. Review the judging criteria to assess whether your chosen prototype and presentation will allow others to assess your work based on the criteria.

4. Consider sharing your ideas with a coach or other participants to gather feedback on what they think of how you will present your design challenge.

5. Remember that your final presentation should be **no longer than 3 minutes**.

Activity	Brief description	Suggested time
Role play	Act out the scenario, environment, and solution in character with a role play.	30-45 min.
Storyboard (visual story)	This game asks players to envision and describe an ideal future (or solution for any topic) in sequence using words and pictures.	30-60 min.
Make a world (3D model)	The purpose of this activity is to create a three-dimensional model of a desired future state.	30-60 min.
Pecha/Kucha (slide deck)	Design a radically visual slide deck using constraints and guidance of Pecha Kucha style of presentations – 20 slides; 20 seconds per slide.	30-60 min.
Video	Use video technology to share the story of your design challenge. You might fashion this as a documentary, or do role playing on video.	45-60 min.

*Modified from IDEO Methods http://www.designkit.org/methods