#8

Name: Prototyping

Goal: Prototyping fosters creativity, collaboration, and problem-solving by encouraging participants to translate abstract ideas into something tangible and actionable.

Short Description

Prototyping is the process of creating quick, tangible models or representations of ideas to explore, test, and refine concepts. Participants use low-fidelity materials (such as paper, cardboard, or digital tools) to build prototypes that illustrate solutions or concepts. This hands-on approach allows for experimentation, feedback, and iteration, helping participants visualize and refine their ideas in a practical way.

Step-by-Step Guidance

1. Sketch your prototype
2. Turn the sketch into a quick and testable prototype, this can be a paper prototype, a storyboard, a mock-up or even a role-play
3. Test and get feedback (present your prototype to other workshop participants or even to potential users)
4. Reflect and iterate
5. Refine the prototype and document key learnings