

Prototype Design

Use the following prompts to plan and make a prototype that supports a new user experience.



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team/project

page

Most relevant idea - what might you learn?

Review your solution map. What part of your solution could you learn the most about by prototyping it? Why prototype that part?

People involved

Who are the people involved in using and delivering that idea?

Describe the user experience

What activity/workflow is the prototype used in?
What would the user be doing with the prototype?

Character and feel of the experience

What do you want the experience to feel like for the user?
What will make it compelling or special? - this is where you should stretch your thinking to make it really awesome!

How will you create the experience?

What do you need to make or arrange to support the experience? What needs to be more detailed and what can just be supportive?

Final plan: List what you need to make

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