

Prototype Planning

Use the following prompts to plan and make a prototype for your solution



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team/project

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Most unique idea

Review your solution map. What part of your solution is the most unconventional, unique or uncertain?

People involved

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

Describe the user experience

What is the main activity and goal?
What will the user do?
What will others do?

Character and feel of the experience

What do you want the experience to feel like?
What will make it compelling or special?

How will you create the experience?

What do you need to make to support the experience? Decide what needs to be more detailed and what can just be supportive. Consider the inventory of things below!

Final plan: List what you need to make

Ideation & Prototype Planning

Use the calendar grid below to plan ideation and prototyping activities over the next 11 weeks. Involve stakeholders as co-designers and testers!

team/project



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Week of April 17	Apr 24	Feb 27	May 1	May 8	May 15	May 22	May 29
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Week of June 5	June 12	June 19	June 27 & 28				
> <i>Second deliverable due</i>			<i>Catalyst Workshop #3</i>				
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