Prototype Planning

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

**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

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Roles  Service protocol  Signage  Brochure  Furniture  Props  Tablet App  Phone app  Web pages  Video  Found objects  Agenda
## 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!*

<table>
<thead>
<tr>
<th>Week of April 17</th>
<th>Apr 24</th>
<th>Feb 27</th>
<th>May 1</th>
<th>May 8</th>
<th>May 15</th>
<th>May 22</th>
<th>May 29</th>
</tr>
</thead>
<tbody>
<tr>
<td>Week of June 5</td>
<td>June 12</td>
<td>June 19</td>
<td>June 27 &amp; 28</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

> **Second deliverable due**

> **Catalyst Workshop #3**