

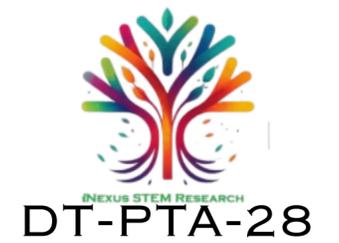


Use this template to define prototypes and experiments. Begin by selecting an idea, defining different potential prototypes, and then choosing the most suitable one to detail and test.

DIY: PROTOTYPE TO TEST ACTIVITY SHEET

Project/Problem Area:

Date and Time:



1. Preparation & Purpose

Ideas have been selected for an experiment with a prototype.

Why?

Why do we want to build an experiment / prototype? (Focus on the desired learning outcome or hypothesis to test)

2. Planning the Experience

How?

How could we make it possible for the user (tester) to experience this? (Think about the format, environment, and interaction)

3. What? (Prototype Definition)

Define different prototypes/scenarios that could be built to test the idea.

3

3 A	3 B	3 C	3 D
3 E	3 F	3 G	3 H

4 Selection and Detailing

Selection of the most suitable scenario from the above ideas.

4

CHOSEN PROTOTYPE:	SHORT DESCRIPTION OF THE PROTOTYPE/EXPERIMENT: