Mission: Building and Testing

INSERTTO VIIDEO

- Design Brief: Design a cabin for Autonomous car on year 2035

Prototyping

- = getting ideas and explorations out of your head and into **the physical world** - can be anything that takes a physical form
  - a role-playing activity, a space, an object, an interface, or even a storyboard
  - The **resolution** is now rough and rapid
  - Make something people can **experience and interact** with.

Prototyping

- Start a conversation
- Empathy gaining
- Learn
- Exploration
- Testing
- Inspiration
- Solve disagreements
- Fail quickly and cheaply
- Manage the solution-building process

- **Form of shared thinking, internal and external communication, idea storage/reminder device**

What does it mean???!

- **Form of shared thinking, internal and external communication, idea storage/reminder device**

CYLINDER?

Different types?

- - Technical prototypes
  - communicational prototypes (how does it work e.g. act out with props.)
  - experience prototype (user interacts)
  - looks like -prototypes (no functionality, but look and feel)
  - desirable prototype
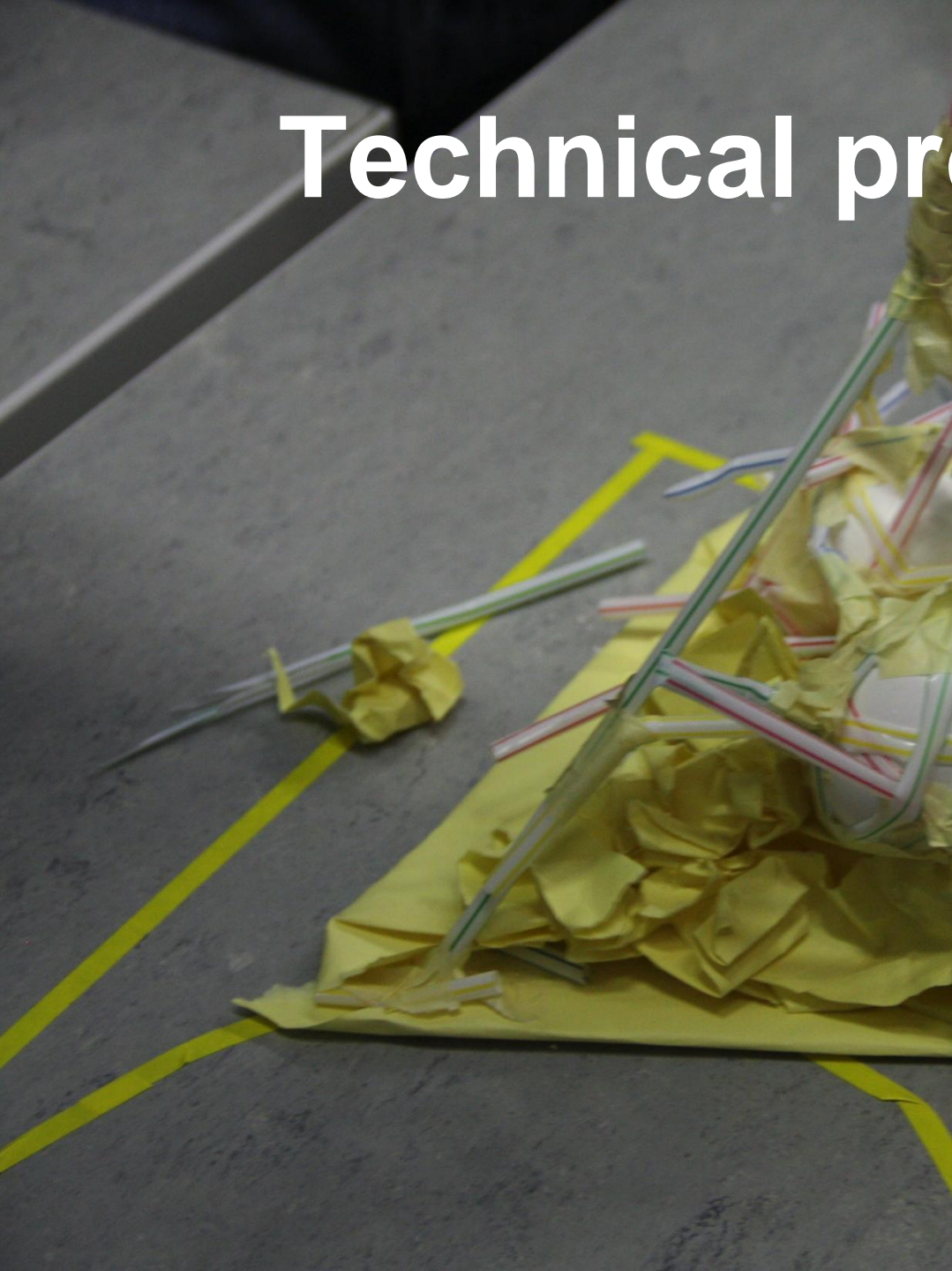
- *ADD your own* -> What do you want to learn?

Communicational
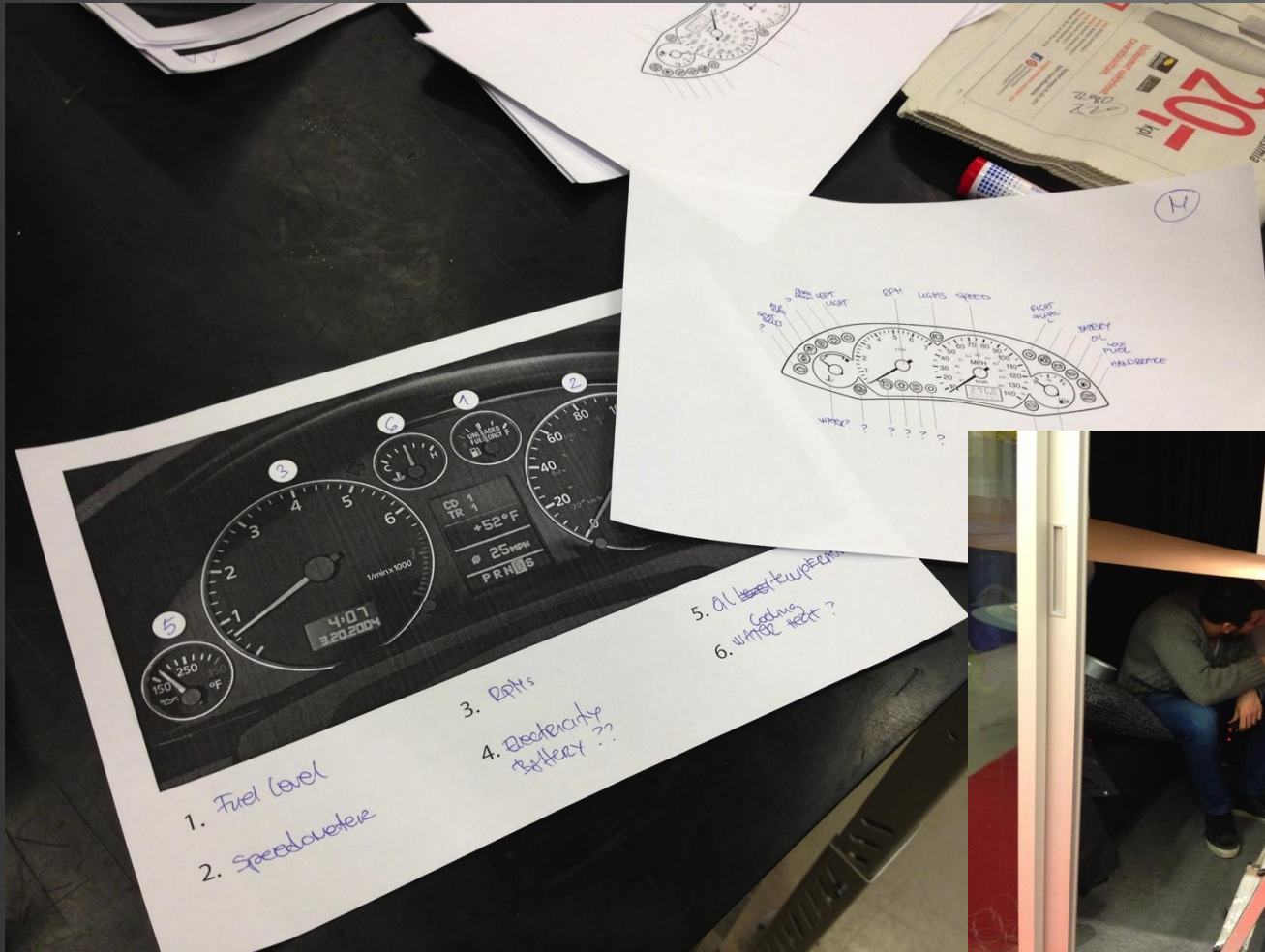
Technical prototypes
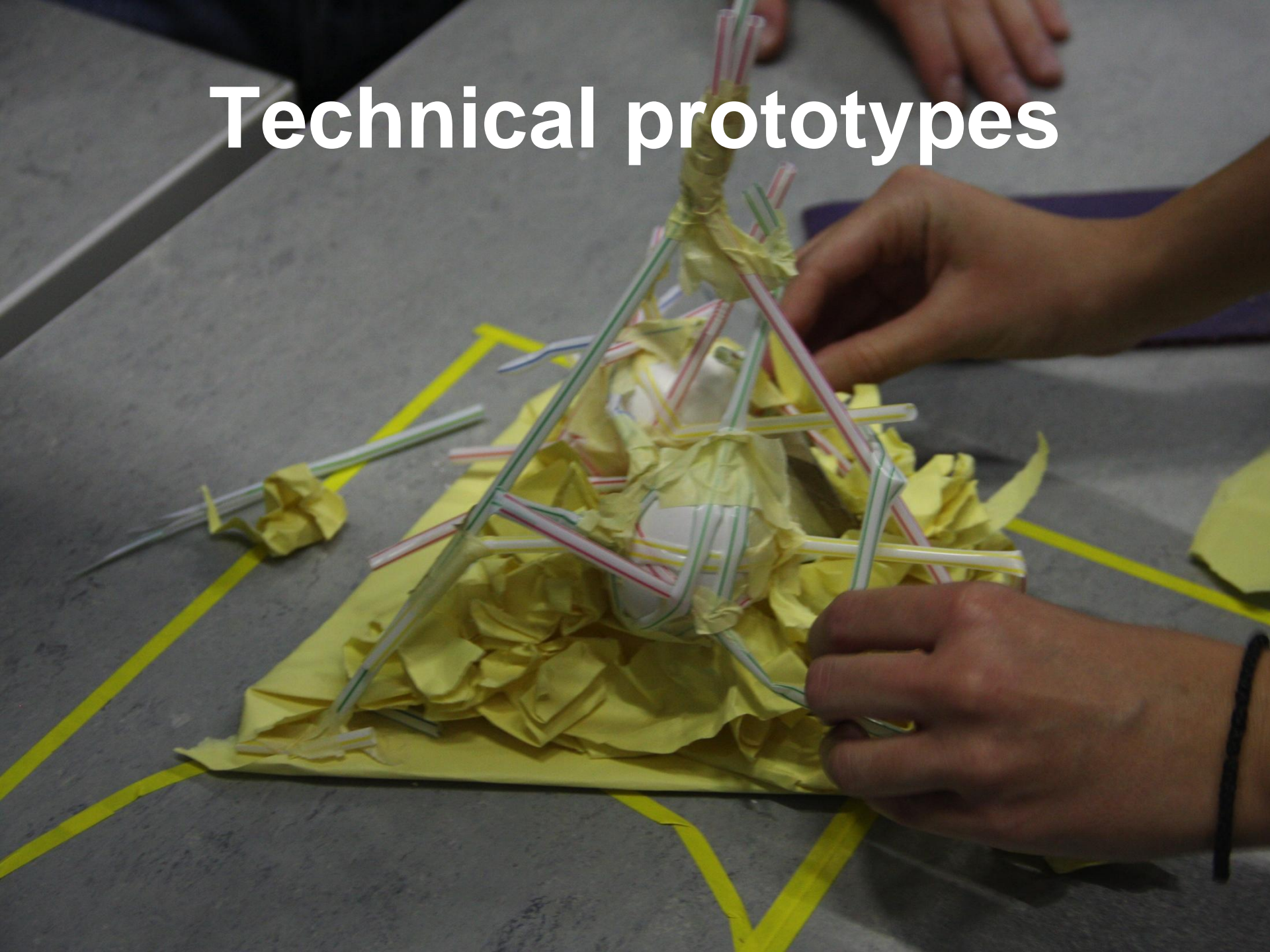
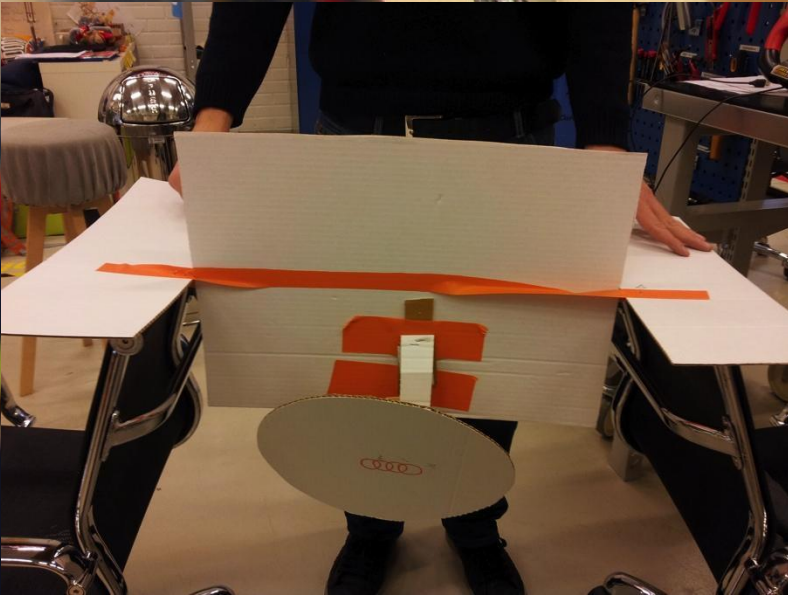# Technical prototypes

Experience

Experience

Resolution

- **Resolution (according to learning objectives and to resources)**

Resolution

- **Resolution (according to learning objectives and to resources)**

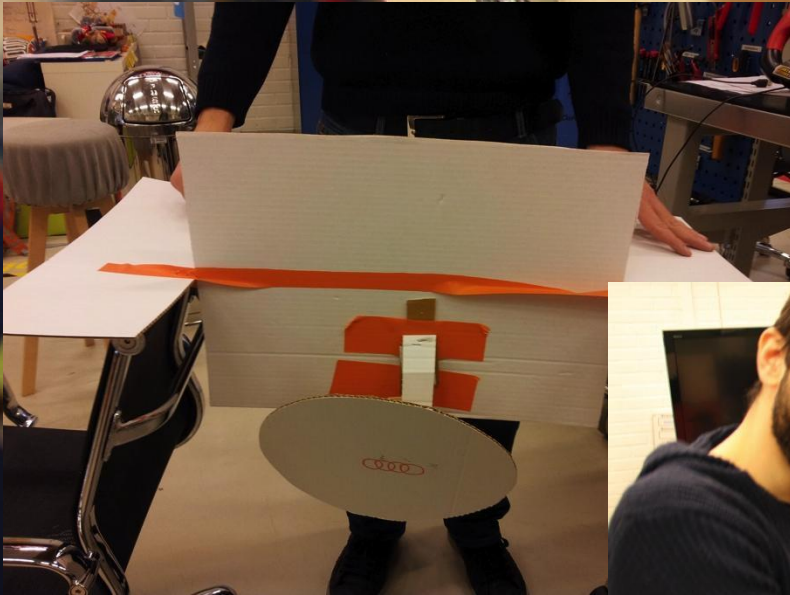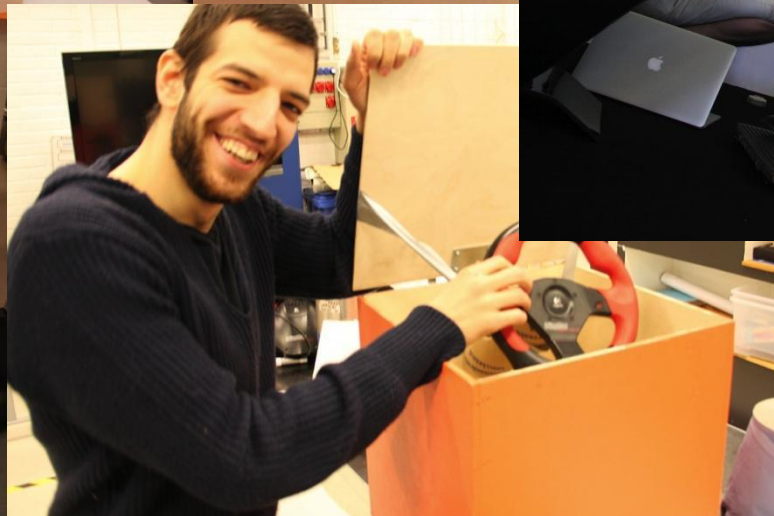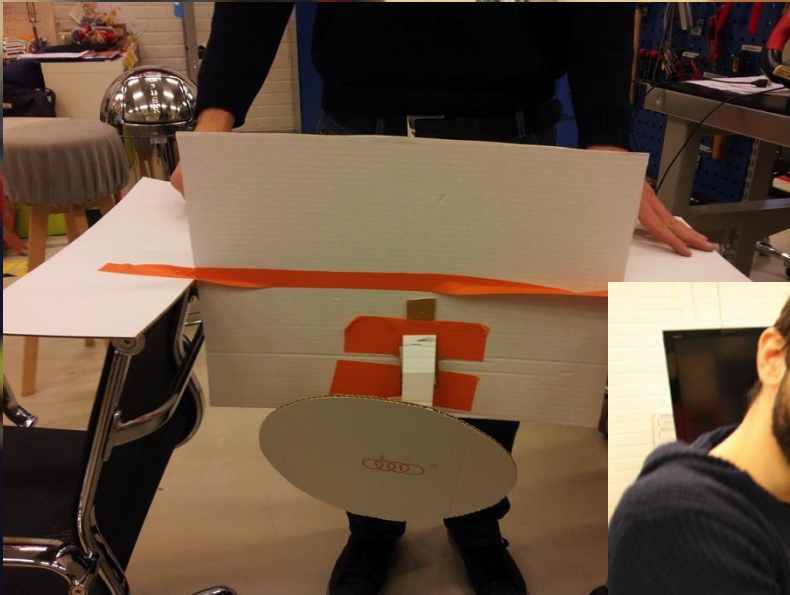# Resolution

- **Resolution (according to learning objectives and to resources)**

Resolution

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Iterating

Iterating

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License to be creative

- **wizard of oz (fake A.I./functionality with people), smart phones give out light sounds, good vibrations..**

License to be creative

License to be creative

Testing

Testing

Testing – extreme users

Prototyping

- **MOTTO: Failing is a good result, it saves a lot of time and energy.**

You can prototype everything. You can prototype with anything.

MISSION

- **"Think about a critical aspect about your concept - write down your learning goal" – 5min**

- **"Prototype and test - document results and learning experiences" – 90 min**

- **-> Document your prototype with 30-90s video. No spoken words. Audience is your Edusafe/TALENT researchers you meet later again.**