Prototyping

Building prototypes make ideas and proposed solutions tangible and perceptible. Prototypes shall range from simple critical function prototype to the final prototype. To build a prototype, simple materials that are good enough to test a function or an experience shall be used.

The “prototype” phase shall be closely connected to the “test” phase where feedback collected shall be used to learn more about the user and to improve or discard the proposed solution. It shall not be about solving the problem completely but instead to question elements of a possible solution. The experiments (or prototypes) shall be created in a very short period of time.

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