PROTOTYPING CANVAS

PROBLEM/OPPORTUNITY: Improve People Social Skills

CONCEPT/SOLUTION: Board /Card Game that teaches and allow practice social skills

STAKEHOLDERS

Client - Singapore University Of Technology and Design
Users - University Students
Consumer - University Students

COMMUNICATION STRATEGY FOR PROTOTYPE

Explain
Feedback
Negotiate
Persuade

3 Mockups – Product, Service, System to elicit feedback from users to further improve the concept

ASSUMPTIONS & QUESTIONS

About the user and their needs

- Entertaining way of learning about how to better listen and understand other
- Learning more about different body languages of people
- Knowing the different practices of different nationality
- Fun way to learn more about different nationality

About the technical feasibility & functionality

- All components will fit in a compact storage system
- Pieces coated with non-toxic substance to make player vomit out piece when ingested

About the cost and business

- The earlier version of the game would be in English but later other languages
- Expansion on the game in the area of minority group, uncommon ethnicity or other important life skills.
- An App version release for Online game play

CRITICAL ASSUMPTION/QUESTION

Assess above list: what is the most critical to the success of the project?

The game needs to be fun and interactive for students to learn and understand social skills that are in other countries. If we don't meet this need, then the project will fail.

INSIGHTS GAINED FROM TESTING

What did you learn? Did you answer the critical assumption/question?

Factors from the Monopoly Board concept were more well received. As majority of the players like the suspense of depending on luck to obtain an activity instead of being ensured an activity every turn.
Hence, we plan to incorporate the Monopoly Board concept to provide players the activities.

RESOURCES TO BUILD

Materials readily available or needed

Miscellaneous materials : electronics including random number generator, printer, plastic, paper, coins

Time, Money, & People Allotted

- <1hr to build and test
- 3 team members
- <$5 for these prototypes
- resources from FAB Lab

PROTOTYPING APPROACHES

- ☒ Parallel Prototyping
- ☐ Sub-system Isolation
- ☐ Requirements Relaxation
- ☒ Wizard-of-Oz
- ☐ Experience Prototyping
- ☐ Role Playing
- ☒ Mockups
- ☐ Sequential Prototyping
- ☒ Scaling
- ☒ Remove Unessential Features
- ☐ Repurpose Existing Products
- ☒ Paper Prototyping
- ☐ Storyboarding
- ☐ Other:_____

TESTING PLAN

What are you testing?

test a scale down mock up version of the game: How fun and interactive are they? Where are users confused and uninterested?

What metrics are needed? Qualitative/Quantitative assessment.

Quantitative:
- Game duration
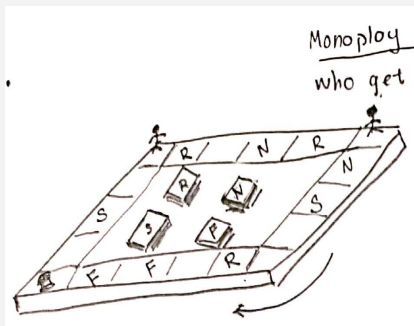- Entertainment Scale
- Educational Scale

Qualitative:
- Emotional reaction
- Quotes

Time, Place, People, & Materials required to test

Test with focus group of 4 students during weekdays. All team members needed. Bring prototypes, laptop, paper, phones and Entertainment scale.
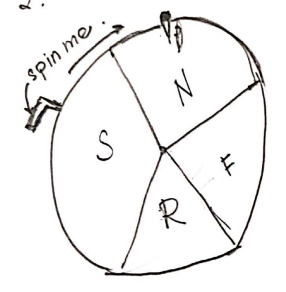
SKETCH & BUILD PLAN

Build the simplest prototype possible (least cost, time, and materials required) to test critical assumption and/or answer critical question.

Plan: Mockups prototype game which consist of the various concepts and cards with low fidelity mediums/material, relaxing many unessential features, to test the experience with users
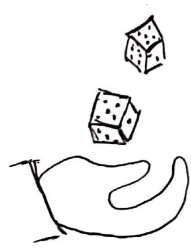
1. Monopoly Board Layout: Determine who get which card

2. Spin the wheel: During your turn spin the wheel to determine what activity you get

3. Roll for Activity (2 Dice)