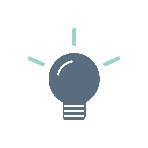
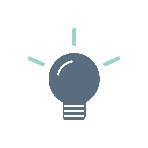
### PHASE 3: Rapid prototyping & Iteration

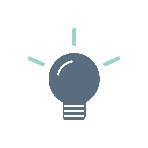
*In the “Rapid prototyping & Iteration” phase students are encouraged to give different answers (diverge again) to the initial problem by designing in their group a range of prototypes for their artifact, testing them internally in their group and redesigning them until a final version is ready. This involves, for example, creating low-fidelity game prototypes, testing them in the group and keep refining them. The EXTENDT2 tools allow for rapid prototyping and testing as they support quick transition between play & design modes (ChoiCo & SorBET), dynamic manipulation of the model (MaLT2) and instant testing of the solution (virtual robotics). They also support saving the prototypes in order for the students to keep versions of their work. Discuss with your students:*

* *What are the prototypes they will create?*
* *How can they iterate and improve their prototypes?*

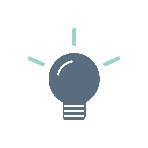
Duration: *e.g., 3 hours*

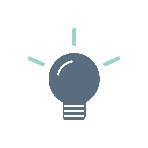
* Take into account the time your students need to learn how to use the tool. Would a half-baked artifact, a presentation or a tutorial that guides them to make changes be helpful for the students to get to know the tool’s functionalities? Find free online supporting material for the tools here*

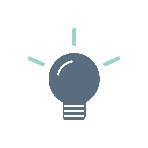
*Remind students to test their digital artifacts during this phase.*

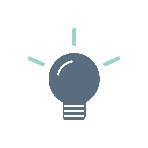
* Encourage students to reflect on what they learned from the empathizing activities and their defining activities. To think about what the next steps are, what is missing, what could be improved etc.*

Description of the activities:

* How can you prompt students to test and iterate their prototype?*

*Provide to your students with materials or guidelines to track their work during this phase. For example you can provide them with a checklist where they can note how many prototypes have been created so far.*

* Remind your students to save versions of their work regularly.*

* Ask them about changes they made and the reasons they made them.*

expected use of extendt2 technology:

MaLT2    ChoiCo  SorBET  VRobotics  NQuire  No technology

student constructions: e.g. MaLT2 3D models

Students’ expected interactions:

| Between the members of the group |  |
| --- | --- |
| Between the groups |  |