



# ukgovcamp

**Session: 1**

**Room: Ellen Pinsent Room**

**Session title : Making prototyping a team sport**

**Session leader : Gideon**

**Volunteer to continue conversation after :**

Notes taken by : Rebekah Broughton

## Notes

Gideon is a Lead Dev at MHCLG

Permissions and protocols mean when we need a prototype we get a contractor.

You need NodeJS on your machine and prototyping skills so it's easier to get a contractor.

How do we bridge the gap between making prototyping available to more people.

Definition of a prototype: Show the thing. People love talking about things but showing something speaks a 1000 words. "Speak your brains" If you get from a piece of paper to something you can show it moves mountains.

Problem: Subject access request (SARs). Showed a prototype but it was dismissed because "we haven't done a discovery". Why not explore an idea that does not exist through prototypes?

Example: "Vibe coding" with collaboration built in it. Escape room mechanics. When people all aligned on the same problem, and few had a technical background it enabled them to all put something together that was functional and working.

Escape room element: timed element, do this thing by this point to solve a problem. Just figure it out. If anyone finished early we'd get people to support others rather than break away so it's a shared goal for everyone to be problem solving.

Example: [Claude AI](#) and Git hub worked. Reflection: 4 months ago it felt like you couldn't do this and now you can. It's fascinating. It's changing the nature of how you prototype.

Challenge: Great tools but what can you access in your organisation that you are assured to use?

Challenge: To make prototyping a team sport, how about using pen and paper and crazy 8s. Small ideas can turn into a storyboard so that then a team of designers can take the problem to a higher fidelity.

Reflection: So the point is focusing the problems, not a technical problem about prototyping as that blocks it being a team sport.

Challenge: How would you use paper prototyping with policy and the legislation process? It feels like a technical activity.

Reflection: Policy people in tech teams. It's like we speak different languages. How would you get that policy and tech overlap?

Team sport reflection: Prototyping happens separately to the users. They are not co-designed. What is successfully happening to bring users into this space? It feels like a loss-loop.

Problem experience with co-design: the output you get depends on who you choose to be involved in your co-design. How do you make the selection of co-design good? Experience of it collapsing when it's not gone well. If it's a 12 year process parliament needs to be involved in that.

"Share the co-design before the policy is set in stone."

Content design with policy teams: working with policy folk to pair write. Making the foundations good, relationship building, understanding how people want to work.

Experience of working with the Gov Dept. Scenario: lots of changes in a short amount of time. Lots of it is policy wording. They experimented with "spikes". Tested how long it took to change one word. It took 21 days. The relationship grew and they got to a place of being able to test things out for policy and it was much quicker. They pitched the value as acceleration not co-design. Something that previously took 21 days took 3 hours.