



Immerse. Observe. Engage.





A.E.I.O.U

Activities	Endowners	Interaction	Objects	Users
9		20		l v

TODAY...

20 MIN: prototyping with different intentions, examples & tips

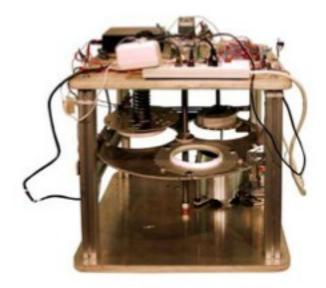
30 MIN: DP2 prototyping activity in teams

15 MIN: practice & share

10 MIN: IL/IW/H2



PROTOTYPING IS...?



Dishmaker by Ted Selker and Legnardo Bonanni from HI

PROTOTYPING IS...?



PROTOTYPING IS...?

a way to seek an answer that allows a better-informed team to move forward

a single question brought to life

a productive exploration a way to learn

building to think

an attitude of experimentation

WHY PROTOTYPE

to gain EMPATHY

to EXPLORE

to TEST

to INSPIRE

WHY PROTOTYPE

to gain EMPATHY

to EXPLORE

to TEST

to INSPIRE





WHY PROTOTYPE

to gain EMPATHY

to EXPLORE

to TEST

to INSPIRE

understand the design space

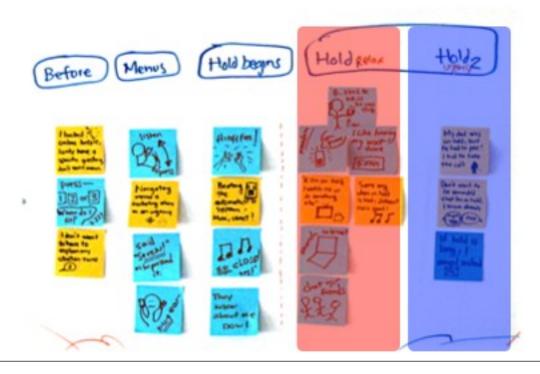
build to think

test and refine solutions

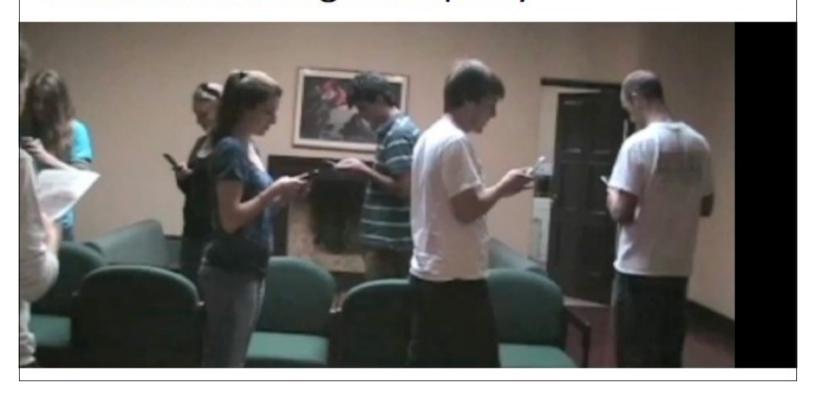
a way to tell stories

solution development (roughly)

PROTOTYPE to gain empathy



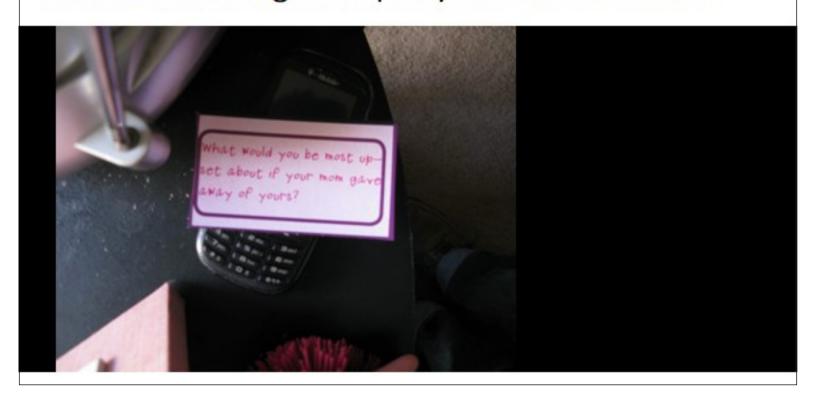
PROTOTYPE to gain empathy



PROTOTYPE to gain empathy: the warm-up



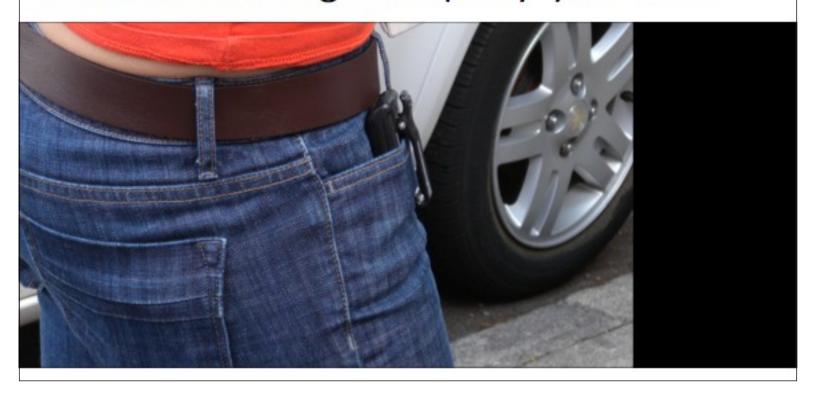
PROTOTYPE to gain empathy: iteration over time



PROTOTYPE to gain empathy: environment



PROTOTYPE to gain empathy: your team





ways to help my team IMMERSE in the project context

ways to help my users explore their feelings about an everyday event

















what are our users feeling and how can we recreate that?

what's a way we can get the users to WARM UP before we meet?



Our **PROTOTYPING ACTIVITY** today

5-10 MIN: identify where your team needs better depth of insight

20-25 MIN: prototype an empathy tool

5 MIN: test with a partner team



1 MIN: headline #teamhashtag, question/intent, and empathy tool

