

Day Three

Estimated time: 2h e 25m

Supplies:

Item	Quantity	Finalidade
Pencils	n	Notes during validation
Erasers	n	Notes during validation
Notepads	n	Notes during validation
Data Show	1	Screen of prototype being tested presentation
Computer	1	Screen of prototype being tested presentation

* n represents the number of students participating in Design Sprint

Before class

- Check devices (Data Show, computer, mobile device, etc.)

40 minutes - Validation

- *Approx. 5 min* – Greet the user and present the prototype. Tell the user that some things will not work and that if something like this happens, they should not worry.
- *Approx. 20 min* – Give the user one or more missions to run that are based on solutions sorted through assumption storming activity. Ask the user to think aloud as he/she navigates the solution.
- *Approx. 10 min* – Questions (*Debriefing*) – The comments made by user to these questions will provide some insights and potential issues to be addressed in development stage
 - What do you think of this product in relation to what you already have?
 - What did you like about this product? And what didn't you like?
 - How would you describe this product to a friend?
 - If you had three wishes to improve this product, what would they be?