**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?