

Assignment 7

Q. Selection of Prototypes Describe the criteria that you will apply to choose design solutions / prototypes for problems that you described in earlier assignments.

→ One of the best ways to gain insights in a Design Thinking process is to carry out some form of prototyping. Prototyping offers designers the opportunity to bring their ideas to life, test the practicability of the current design, and to potentially investigate how a sample of users think and feel about a Solution. Prototypes are often used in the final, testing phase in a Design Thinking process in order to determine how users behave with the prototype, to reveal new solutions to problems, or to find out whether or not the implemented solutions have been successful. The results generated from these tests are then used to redefine one or more of the problems established in the earlier phases of the project, and to build a more robust understanding of the problems users may face when interacting with the solution in the intended environment.

- A criteria is a normal observable or design attribute
For example Weight and height are two conditions, for instance. used to compare and decide which design problems are better solved.

- First of all, I would look at the answer fulfilled in my design needs. One of the easiest ways to learn from a concept thought method is to understand how other people use the prototype in order to disclose potential solutions to problems.
- I would critique the things that architecture must do in order to provide a solution, as well as identify the conditions. Constraints are development drawbacks.
- The design process starts by addressing a few questions about the suffering you try to solve. This is helpful to consider the unique need for a feasible solution
- To test our ideas, a prototype must be created that reflects the final product. Sketch out the flesh and flesh out, so you probably discover new avenues of change and clarification of the current user interface ideas in the prototyping process. The user evaluation of your prototype clarifies responses to key questions and identifies apparent limitations or drawbacks. This feedback can help to reiterate the prototype and improve our standards.

Tips for Selection of Prototypes-

☐ Just start building

Design Thinking has a bias towards action: that means if you have any uncertainties about what you are trying to achieve, your best bet is to just make something. Creating a prototype will help you to think

about your idea in a concrete manner, and potentially allow you to gain insights into ways you can improve your idea.

❑ Don't spend too much time

Prototyping is all about speed; the longer you spend building your prototype, the more emotionally attached you can get with your idea, thus hampering your ability to objectively judge its merits.

❑ Remember what you're testing for

All prototypes should have a central testing issue. Do not lose sight of that issue, but at the same time, do not get so bound to it so as to lose sight of other lessons you could learn from.

❑ Build with the user in mind

Test the prototype against your expected user behaviours and user needs. Then, learn from the gaps in expectations and realities, and improve your ideas.