Assignment 3A: Ideation and Prototyping

1. **Ideate** and document the process

   Based on your previous assignments and the ideation techniques taught in Lecture 4, conduct an ideation session and produce ideas to address your problem statement. Document the steps you have taken following the below mentioned guidelines.

2. **Prototype**

   Use prototyping to further explore, filter and communicate your design ideas. Utilise sketching techniques to design a simple prototype - we suggest you start with sketches and move on to wireframes afterwards. If you want to explore further, you can create paper prototypes - it is both insightful and fun, however not mandatory 💫

   > Sketching
   > Wireframes
   > Paper Prototyping

GUIDELINES

The assignment should follow a portfolio entry using the following guidelines:

- Methodology
  - Methods chosen. Keep it short and simple.
- Theories and principles
  - Brief mention of where the methodology comes from (e.g. Design Thinking: Ideation step).
  - Argue as best you can why you chose one method over another.
- Results
  - Report your findings and insights.
- Reflections
  - What did you learn from the ideation and prototyping techniques? Did something surprise you? Did you need more or less of something, and did you find something you would do differently next time? Did you find something you want to learn more about? Have you stumbled upon any ethical considerations?