

TOOLKIT

Paper Prototypes

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INTRODUCTION

Why do we do this activity?

Communicate your ideas quickly using materials that are versatile and cheap.

INTRODUCTION

When should you use this activity?

Use paper prototyping early, during the initial stages of an idea. Your goal should be to play and to learn—the stakes are low.

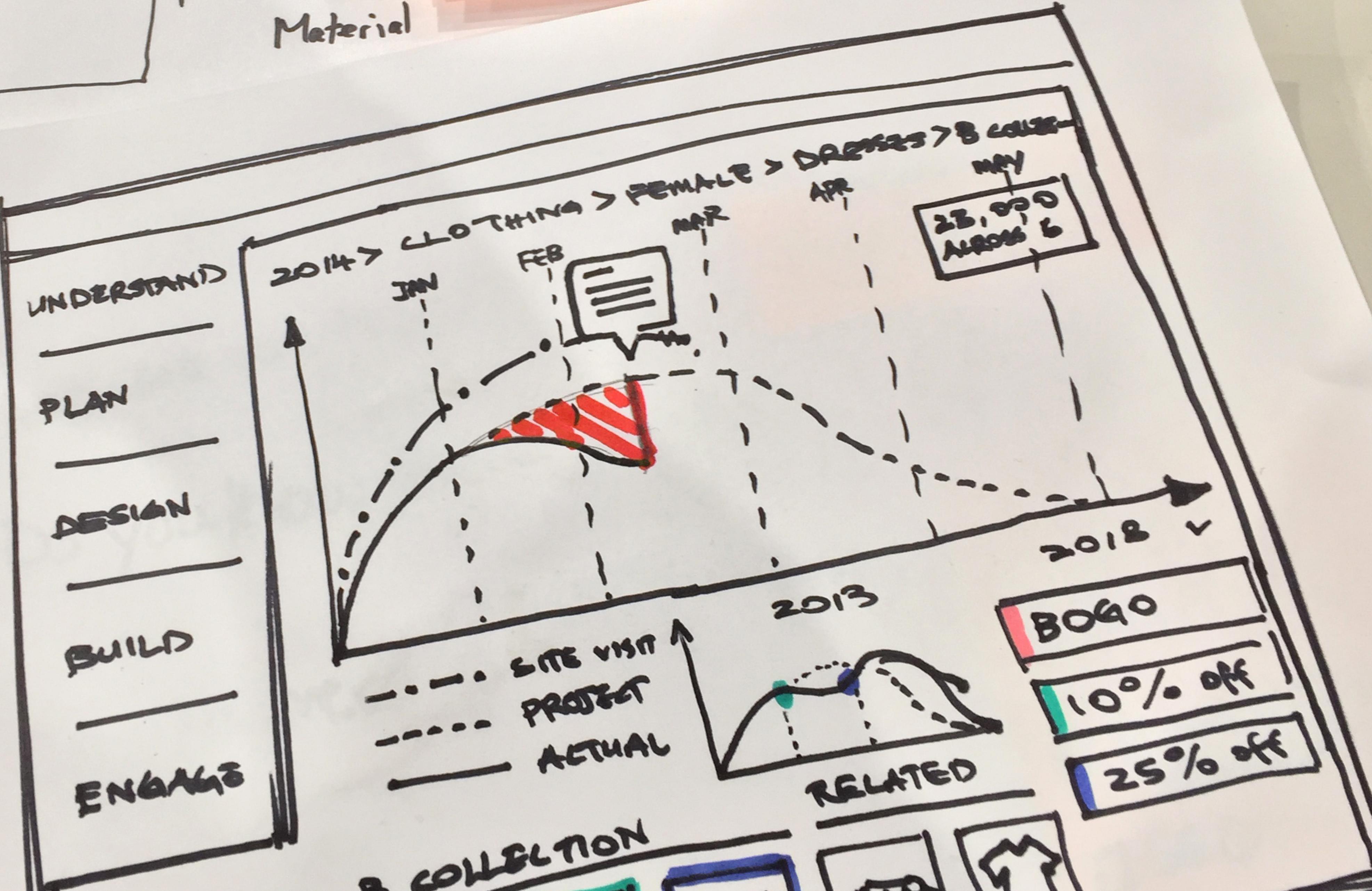
Ready, set, go!

A = A₁
A = A₂
A = A₃
B = B₁
B = B₂
B = B₃
C = C

SIZE
Colour
Material

X Y Z

URL HOME
URL KIDS



PLAN

Determine the purpose of your prototype.

Prototypes can help you gather feedback about an idea in many ways, so first, plan on what you want to achieve with your prototype.

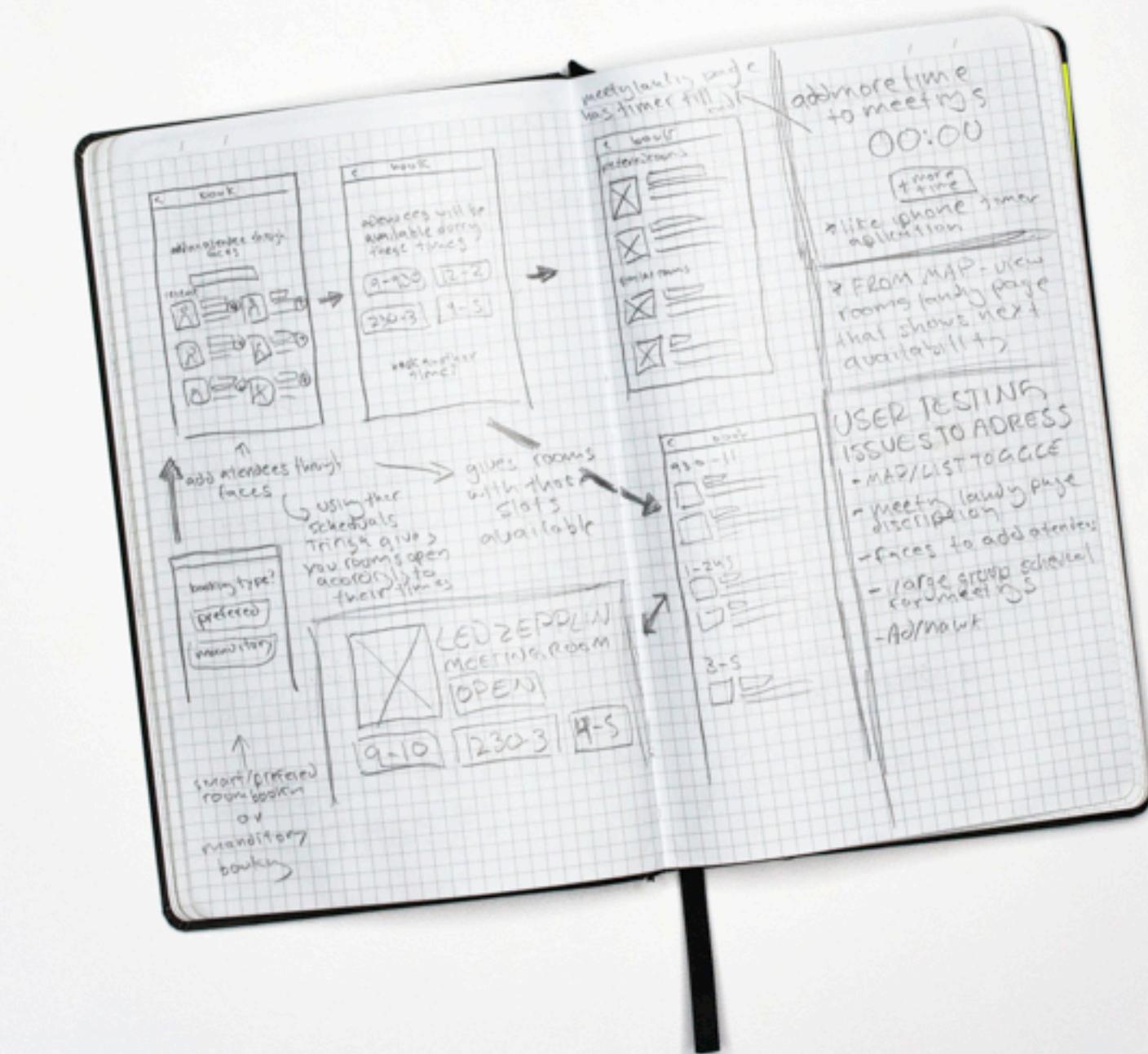
PLAN

Some options:

- Communicate the idea to your peers to get their feedback
- Test the idea with users to determine its effectiveness
- Explore the idea further through the process of making

PLAN

Document the task flow you want your prototype to follow. Think about the idea flow a user will experience. Break this down into an order of steps. Be meticulous.



MAKE

Use the steps you documented as your guide to make your prototype—don't skip any.

Stick with simple supplies like colored paper, tape, and a pen.



MAKE

Construct your design using modular elements you can move around and play with. Keep visual detail and written words to the minimum amount it takes to communicate your idea.



Paper Prototypes

60 min

MAKE

Don't be afraid to try something and crumple it up. You just learned something valuable by finding out what won't work.



SHARE

Put your prototype in front of the person(s) you want feedback from. Either demonstrate it and ask for direct feedback, or ask them to complete your task flow and tell you what they think. Take lots of notes.



Paper Prototypes

60 min

PLAYBACK

Don't keep it to yourself! Play back your findings and what you learned from making your prototype.



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Design
Thinking**
by IBM

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