

**G H RAISONI COLLEGE OF ENGINEERING & MANAGEMENT, WAGHOLI, PUNE  
(AN AUTONOMOUS INSTITUTE UNDER UGC ACT 1956 & AFFILIATED TO  
SAVITRIBAI PHULE PUNE UNIVERSITY)**

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DIVISION – C      FACULTY: MR. KAMLESH MORE  
SUBJECT - PROBLEM IDENTIFICATION AND DESIGN THINKING**

**Assignment 8  
Implementation / Test**

**Describe the methods that you will apply  
to test design solutions / prototypes for  
problem that you have selected in earlier  
assignments.**

Describe the methods that you will apply  
to test design solutions

The five stages of Design Thinking — Empathise, Define, Ideate, Prototype and Test — are not meant to be sequential steps to be taken as the project progresses. Instead, they are “modes” that you can take on during each phase of your project (sometimes in parallel or in iterative loops), as and when they would facilitate the most learning and value.

Testing stage could feed into the Define stage. For instance, my problem of seriousness can have observations of users in tests may reveal crucial insights that could change the way I frame the problem statement.

Design Thinking is a flexible and iterative process that can be messy and disorienting to those who are unfamiliar. While there are no fixed, sequential steps to follow, there are nonetheless basic building blocks behind each stage that help me build human-centered solutions to the problems your users face.

### **Conducting a User Test**

When conducting a user test on your prototype, it is ideal to utilise a natural setting (i.e., the normal environment in which your users would use the prototype). If testing in a natural setting proves difficult, try to get users to perform a task, or play a role, when testing the prototype. The key is to get users to be using the prototype as they would in real life, as much as possible.

### **The prototype**

Remember that you are testing the prototype, not the user. Your prototype should be designed with a central question in mind — a question that you will put to the test in the testing stage.

### **How I observe and capture feedback**

Ask users to talk through their experience of how they are serious in life and do given task in proper time

### **The End Goal: Desirable, Feasible, and Viable Solutions**

The end goal of every Design Thinking project is to design a solution that satisfies the tests of desirability, feasibility, and viability.