Rapid Prototyping

Steps:

1. Proof of concept
   1. Absolute basic functionality of product (basic, focus on function)
   2. Single most important feature
   3. Prove that it works
2. MVP (minimal viable product, looks like the product)

- More refined than proof of concept

Deeper focus on UI and design (materials, design)

1. Released product
   1. Fully-refined prototype  (visually appealing)
   2. Ready for manufacturing/put on shelves

Screw it. Ship it.

1. Stop perfecting.
2. Make it, ship it , and analyze it (analyzing data from customers)
3. No such thing as a perfect product

Scaling

1. Scale down (a model), then scale up
2. Don’t attempt to build a spaceship on your first day, because you can’t

Beta Testing

1. A select group of target audience (Actively asking. Ask questions about what audience want regarding function and design)
2. The ability to thoroughly analyze the use of your product through the group

Use Garbage

1. Everything around you is a resource. Be creative
2. No one needs fancy labs and equipment (simplify)
3. Acquire skills you don’t have quickly

Apps/ Website

1. Prototyping on paper
2. Hand sketches to test out
3. Turn paper drawings to a digital form