

## PROTOTYPING

► Accelerate decisions  
by making ideas tangible

Prototyping Exercise:

# How to translate empathy research in a tangible prototype

*By the Course Coaching Team*

## Course challenge:

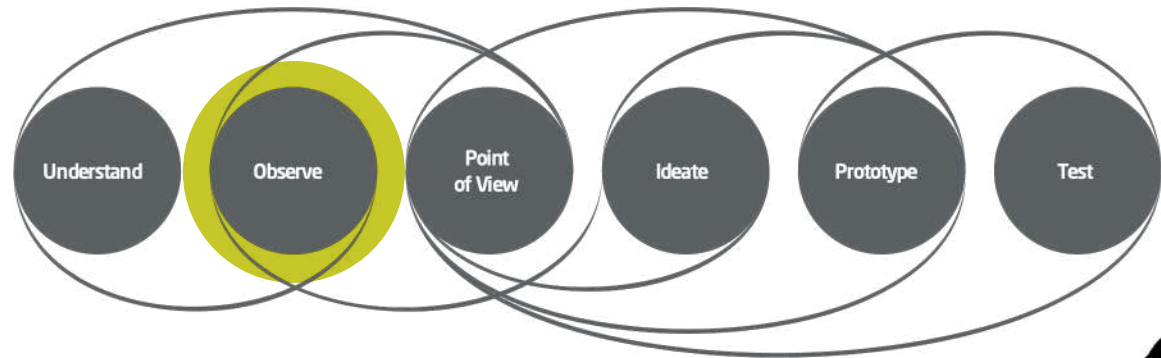
*Redesign the learning experience  
in a world where there are no schools.*

# Where we have left of ...

STRATEGIC DESIGN THINKING PRINCIPLES

## EMPATHY

► Step into your user's shoes to get game-changing inspiration



# Documentation of Empathy exercise

## EMPATHY TEMPLATE



» Observe and connect emotionally to a user - conduct an interview.

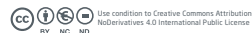
You want to discover needs and motivations regarding learning outside classical school situations.

### PREPARATION How to prepare for your interview

1. First, chose a person that you can talk to - ideally face-to face, but a video call is also good.
2. Schedule an appointment, announce your topic and ask for approx. 15 minutes of their time.
3. Before the interview, remind yourself that you want to discover something you don't know yet. You want to activate your mirror neurons. Watch attentively. Connect emotionally to your interview partner. Ask "why" when facts are told to dig into emotions. Let the other have at least 80% of the conversation time.

### STEPS How to structure your conversation

1. Introduce your topic and thank your interview partner for their time.
2. Ask about the last time the other had a remarkable good or bad learning experience outside the classical school context.
3. Let the other tell their concrete experiences, ask "why" and dig deeper when you spot emotions, tensions or something that is surprising for you.
4. Take notes during the interview, but really focus on the other: observe mood-changes and notice topics and expressions that are repeated.
5. After latest 20 minutes, end the conversation and thank the other.



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### DOCUMENTATION How to capture you findings and sort your empathy data

First name, age, occupation of interview partner:

Dennis, 30 y/o, Project Manager at the HPI Academy

What did surprise you?

Doing an online course in a home office means there are "two lives colliding".

Most positive quote:

"I could time the course myself."

Most critical quote:

"You have to make sure not to annoy anyone."

Functional needs:

Organization of quiet and undisturbed workspace between Dennis and his girlfriend.

Emotional needs:

Reducing anxiety of interrupting a workflow of another person and getting constantly disturbed by his girlfriend.

Your name and contact information optional

Miriam Steckl  
Learning Experience Manager  
miriam.steckl@hpi-academy.de



HPI Academy - Education for Professionals

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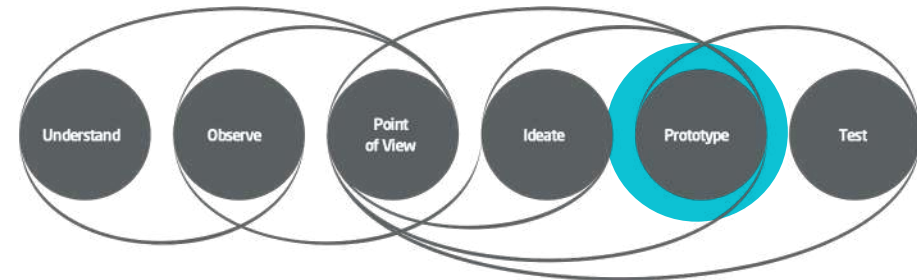
# Prototyping in the Design Thinking Process

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STRATEGIC DESIGN THINKING PRINCIPLES

## PROTOTYPING

► Accelerate decisions  
by making ideas tangible



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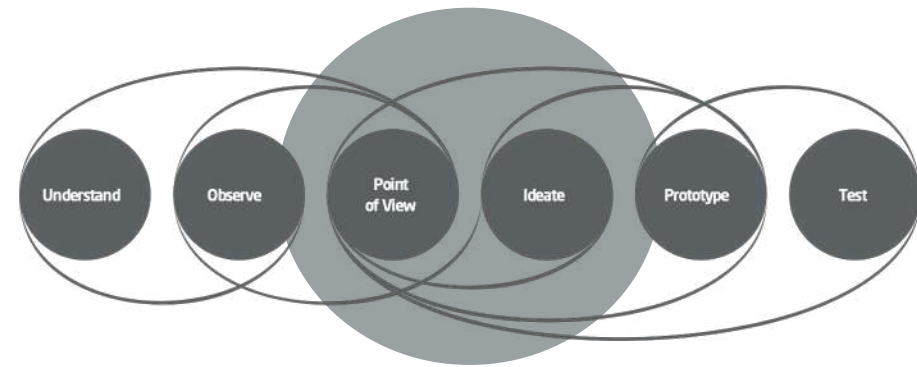
# Prototyping in the Design Thinking Process

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STRATEGIC DESIGN THINKING PRINCIPLES

## PROTOTYPING

► Accelerate decisions  
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# Prototyping Template 1

## PROTOTYPING TEMPLATE 1



» Translate your observation of a user's need.

First you want to come up with ideas how to help the user to fulfill the observed need.

### TRANSLATION

Formulate your How-Might-We-Question.

**How might we help** Name of your user  
**to** Need or quote that you want to find an answer to. Choose from your interview documentation what inspired you the most.

**Who is an extreme performer in what you want to achieve for the user?**  
Think of other fields of life.

**Come up with three ideas to solve the How-Might-We-Question.**  
How would the extreme performers solve the problem? Take it as an inspirational springboard.

Select one idea and move on with the idea description.

### IDEA

**Name of the idea**

**Description** Product, process, service, ...

**Key function for user** Helps the user to better (functional need) ...

**Emotional benefit** So that the user feels (emotional need) ...

**Your name and contact information** optional



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# How Might We Question

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## PROTOTYPING TEMPLATE 1

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# How Might We Question

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How might we help *Name of your user*  
**to** *need or quote that you find an answer to.*  
*Choose from your interview documentation*  
*what inspired you most.*



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# How Might We Question

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How might we help *Name of your user*  
**to** *need or quote that you find an answer to.*  
*Choose from your interview documentation*  
*what inspired you most.*

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# How Might We Question

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How might we help **Dennis**

*to need or quote that you find an answer to.  
Choose from your interview documentation  
what inspired you most.*

# Documentation of Empathy exercise

## EMPATHY TEMPLATE



» Observe and connect emotionally to a user - conduct an interview.

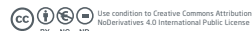
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Functional needs:

Organization of quiet and undisturbed workspace between Dennis and his girlfriend.

Emotional needs:

Reducing anxiety of interrupting a workflow of another person and getting constantly disturbed by his girlfriend.

Your name and contact information optional

Miriam Steckl  
Learning Experience Manager  
miriam.steckl@hpi-academy.de



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Emotional need:  
Reducing anxiety of interrupting the workflow of his girlfriend and getting constantly disturbed by himself.

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# How Might We Question

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How might we help **Dennis**  
to **reduce his anxiety of interrupting the workflow of his  
girlfriend and of getting constantly disturbed himself?**

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# Creative Technique: Extreme Performers

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## PROTOTYPING TEMPLATE 1

» Translate your observation of a user's need.

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### TRANSLATION

Formulate your How-Might-We-Question.

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Think of other fields of life.

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# Creative Technique: Extreme Performers

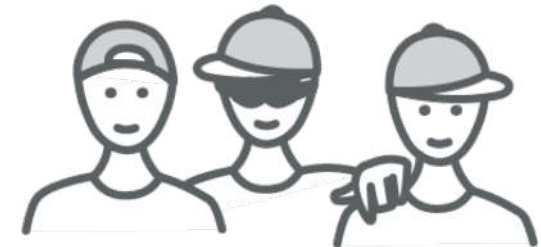
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## EXTREME PERFORMERS

**NEED:** RAPID TEAM COMMUNICATION



**NEED:** BELONGING TO A GROUP



**Who is doing  
well in what  
you want to  
achieve?**

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# Creative Technique: Extreme Performers

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How might we help **Dennis**  
to **reduce his anxiety of interrupting the workflow of his  
girlfriend and of getting constantly disturbed himself?**

**Who is doing  
well in what  
you want to  
achieve?**



# Creative Technique: Extreme Performers



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# Ideation

---

Come up with three ideas to solve the How-Might-We-Question.

How would the extreme performers solve the problem? Take it as an inspirational springboard.

Select one idea and move on with the idea description.



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# Ideation

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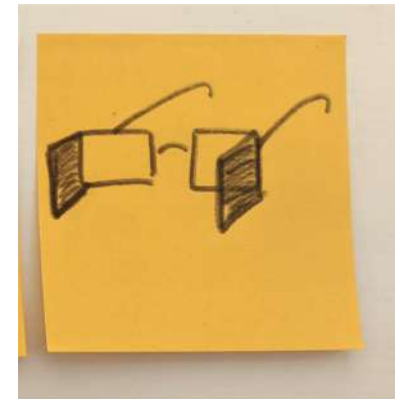
How might we help **Dennis** to **reduce his anxiety of interrupting the workflow of his girlfriend and of getting constantly disturbed himself?**



1. Pop up tent for living room



2. Curtain for own cabin



3. Glasses with blinders

# Idea Description

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IDEA

Name of the idea

Description Product, process, service, ...

Key function for user Helps the user to better (functional need) ...

Emotional benefit So that the user feels (emotional need) ...

Your name and contact information optional

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**Name of the idea** Pop up office-tent

**Description** A tent made of soundproof material, which can be popped up in the living room and folded together.



**Key function for the user** It gives Dennis an unshared small space within one room of his apartment. He can put the office-tent where ever he wants his small working place to stand in his apartment and his girlfriend can still work within one room.

**Emotional benefit** It helps Dennis feeling secure, in peace and being undisturbed and ensuring him to not annoy his girlfriend while working.

# Prototyping Template 2

## PROTOTYPING TEMPLATE 2



### » Make your idea tangible.

Build an interactive prototype that fulfills the user's need.

#### **PROTOTYPING** How to make the hypothesis of a user need tangible

Build a quick prototype of your described idea.

Stick a photo of it here.



#### **USER JOURNEY**

Draw a comic storyboard in four steps of how the user will interact with your prototype.

Your name and contact information optional



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# Prototyping Template 2

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**USER JOURNEY**

Draw a comic storyboard in four steps of how the user will interact with your prototype.

1. Situation / User

2. Problem

3. Prototype

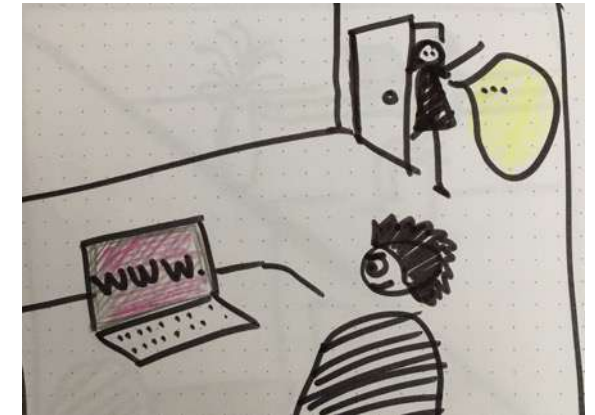
4. Benefit

# Prototyping Template 2

1. Situation / User



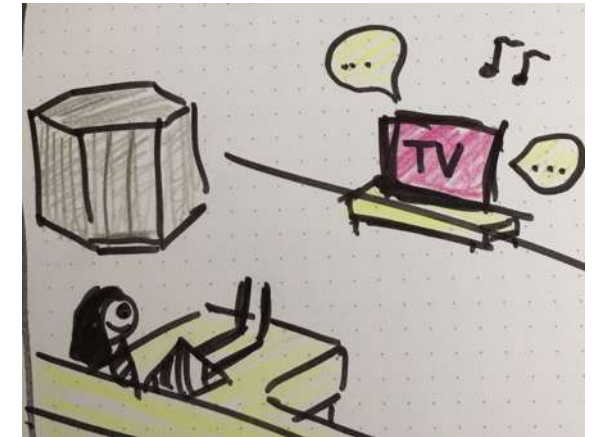
2. Problem



3. Prototype



4. Benefit





## PROTOTYPING

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### Prototyping Exercise

# Have fun

# and share your learnings with the community!

*By the Course Coaching Team*



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