



BME 590: FUNDAMENTALS OF  
ENGINEERING DESIGN

# ITERATE DESIGN SOLUTIONS: FEEDBACK CAPTURE

Salinas

## PROTOTYPE TO TEST

The fundamental way we test prototypes is to let users interact with them.

Be aware of users reaction to device and their feedback.

Analyze your perception of their interaction to refine your insights.



## Document your work

Capture images of all prototypes (even low fidelity ones)

Make notes of user interaction and their feedback

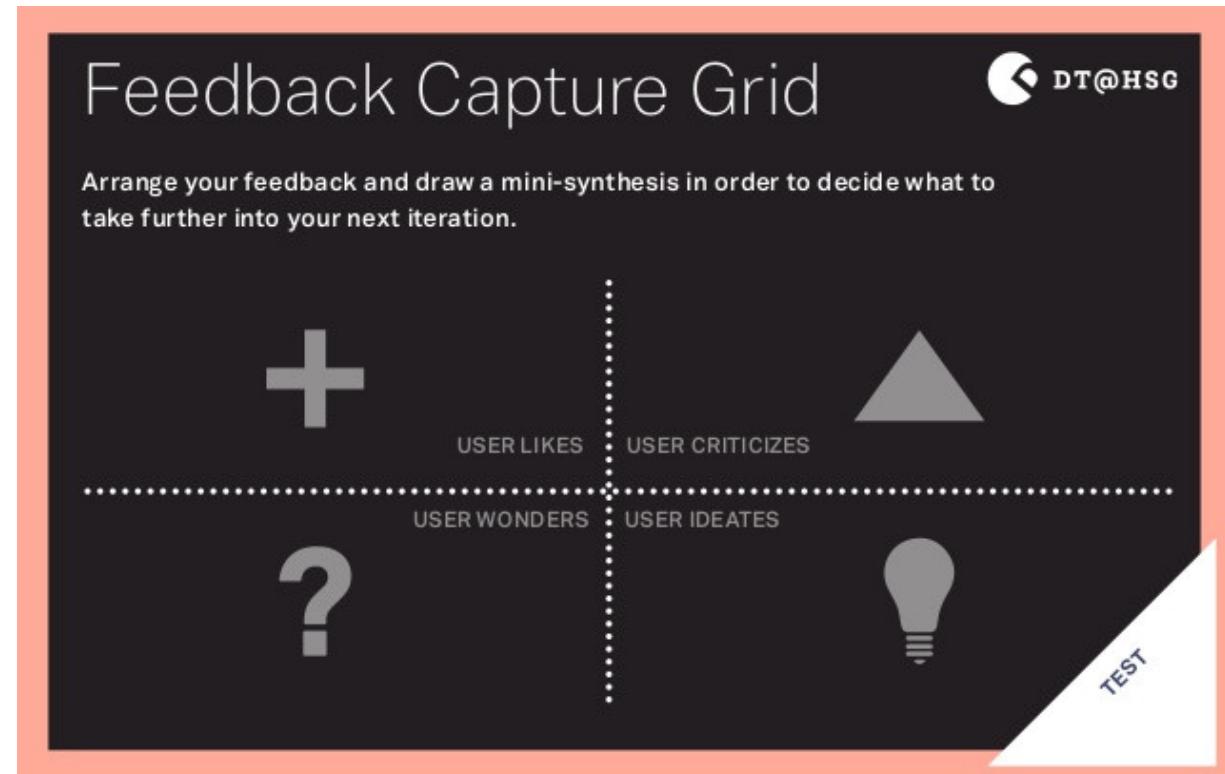
Use these to create new prototype experiences



## AFTER PROTOTYPE TESTING:

Collect notes/thoughts  
from each team  
member on feedback  
received.

Incorporate ideas into  
feedback capture grid  
to provide visual  
structure.



Make sense of  
feedback and identify  
next steps.

# FEEDBACK CAPTURE GRID

Fill in feedback capture grid with notes taken during prototype testing and interaction with user.

+ things one likes

△ constructive criticism

? questions that were raised

! ideas that experience generated

+ What worked

△ What could be improved

? Questions

! Ideas