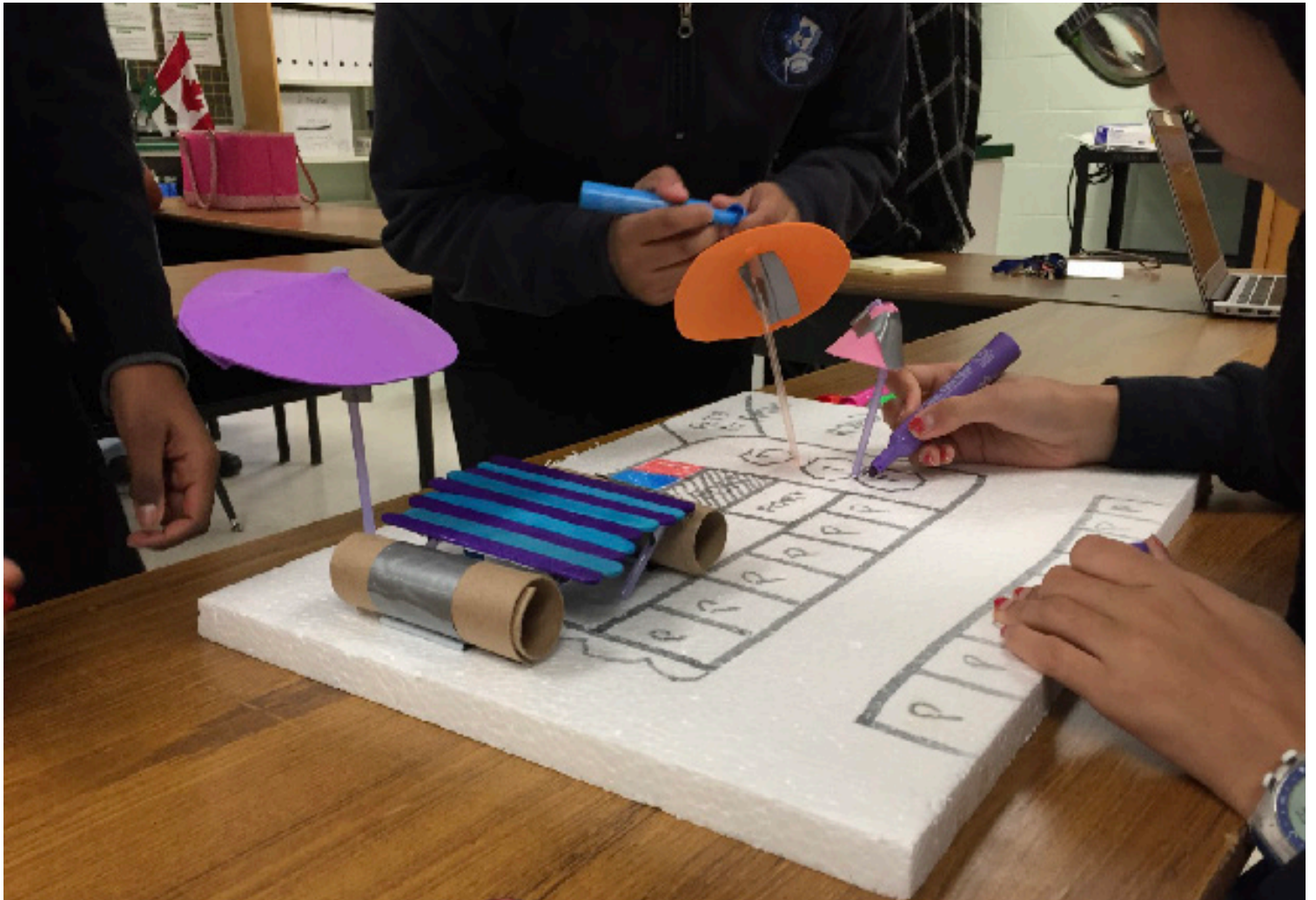# 6 THE PROTOTYPE

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01 REVIEW & VOTE

Take some time to review all the ideas that your team generated from *Activity Sheet #5 Ideas Overload*, and get ready to vote!
15-20 minutes

This next stage is known as *Convergent Thinking* - rather than branching out to as many ideas as possible, we're narrowing them down to the best ones.

Before you begin, here's what you need:
- Your team's HMW question written somewhere large and visible for everyone to see (e.g. on the board, chart paper on the wall)
- Sticky notes in clusters OR printed Google Doc OR written document of ideas from *Activity Sheet #5 Ideas Overload*
- Metrics Method Cards
- Voting Stickers (3 colours) 👍👍👍
- Black markers (Sharpies)

Individual Voting
- Each person has 3 votes, one for each of the following categories.
  - **Impactful:** Which idea will create the biggest transformation for your team's persona?
  - **Delightful:** Which idea sounds the most exciting and fun?
  - **Easy:** Which idea seems the easiest for your team to implement?
- To vote, place a sticker on the idea (on the sticky note or wherever the idea is written). Make sure to use different coloured stickers to mark the categories.
- Discussion is allowed but should be kept to a minimum. This is the time for each member to make their own judgment.
- Once everyone has finished voting, count the votes and identify the top 3 ideas with the most stickers regardless of colour/category.

02 DISCUSSION

Your team now has to discuss and decide on which idea to move forward with.   *30 minutes*

Identify and Refine Your Ideas

- Use the **Metrics method cards**, discuss how each of the top 3 ideas contribute to the metrics:
    - **Looks:** Will it make the space more inviting and welcoming?
    - **Usage:** How often will it be used?
    - **Value:** What good does it bring to the user?
- If it helps your group to decide, consider giving scores to each idea based on these metrics and count the final scores

Advice for Your Team

- **Consider the persona:** Always go back to the persona's perspective and their context. Use the persona's story to remind the team that we are designing for this particular persona. What will this person think of the idea, given what we've imagined about him or her?
- **Don't get tied up in execution:** A lot of these ideas, if imaginative, will not have been implemented before (that's what we're here for!) . Encourage the team to vouch for ideas that will achieve a great impact, even if the idea is unheard of, or a little crazy. We'll worry about making it happen in the prototype phase
- **Combine, add, reimagine:** Don't be afraid to combine ideas, tweak ideas, or add new ones if something comes up in the discussion. Have the team explore the experience behind the ideas - what value does the idea bring? Is this idea the best way to bring that experience to the persona?
    - Eg. A theme park in the middle of the city for kids to have fun - What kind of fun does a theme park provide for kids? Is a theme park the best idea to bring that kind of fun out?

By the end of this section, your team should've decided on a project idea to design and prototype. Make sure to share this idea with your mentor and the Urban Minds team so we can give you feedback!

03 PROTOTYPE 1.0

It's time to gather your supplies and create your team's first prototype. *60 minutes*

Here is our recommended supplies list:

- Coloured construction paper
- Cardboard
- Plastic straws
- Popsicle sticks
- Pipe Cleaners
- Sponges
- Clear tape
- Scissors
- Clear tape
- Coloured markers
- Thick markers (sharpies)
- Toilet paper rolls
- Aluminum foil
- Garbage bags for clean up

Create physical prototype

- If your team has more than 4 members, split into smaller groups. Each group should have no more than 4 members
- Distribute the art supplies between the groups
- For the next 30 minutes (set a timer!), each group should create a prototype of the team's project idea using the art supplies
- Variations between each group's prototype are encouraged!
- Important: this is not an art project. Your prototype does not have to be perfect. As long as you are able to convey the project idea to others, your prototype has done it's job!

Presentation and Team Discussion

Share your creation with the rest of your team. Allot aproximately 5 minutes to share the prototypes and have a discussion about the similarities and differences between the prototypes.

Mentor's Notes:

Note the similarities and differences of the prototypes.

Make sure to call these out even if the students did not mention or identify them.

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04 PROTOTYPE 2.0

After sharing prototype 1.0 and discussing the similarities and differences of the different prototypes it's time to build an MVP: Minimum Viable Product. *45 minutes*

Minimum Viable Product is the smallest thing you can build to show your users and gather feedback from them.

Questions to consider
- What: Give it a name. What is the idea? What does it do?
- How: How does it work? How does it improve the experience of the persona?
- Why: Why do we need this at the site? Does it address the issue or challenge that the persona faces?
- What's the smallest component of your prototype that still retains the biggest idea?
- What can you build with materials that you can buy from a place like Home Depot?

Tips and Advice
- From this point on, the productivity of your team's discussion is crucial. Make sure the conversations remain focused, and that everyone's ideas are heard and considered
- Draw your ideas on a large sheet of paper so all your team members can see and discuss together.
- Build different iterations of your prototpe with art supplies to help steer your discussions.

Examples of MVP
- If you are designing furniture (e.g. bench), try making a mock model with carboard boxes or other sturdy materials to test dimensions and features.
- If you are transforming a publice space (e.g. a street), try using masking tape or paints' tape on the floor to outline areas for your idea.

Mentor's Notes:

Suggest ways to prototype their idea.

Discuss materials and how to source them, timing for building the MVP, and how people would interact with it.

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05 SUBMISSION

Submit the following items to your school chapter folder on Google Drive in the subfolder titled "Activity 6"
• At least two photos of the prototype and a caption

Post on your Instagram account
• At least two photos taken while completing this Activity Sheet (multiple photos in one post)
• In your caption, share a few of the proposed elements or ideas that were incorporated into the prototype
• Be sure to tag @1uptoronto in your post

Share the following to Discord in the channel titled "activity-sheets-submissions" for other school chapters to see
• Your Instagram post and caption