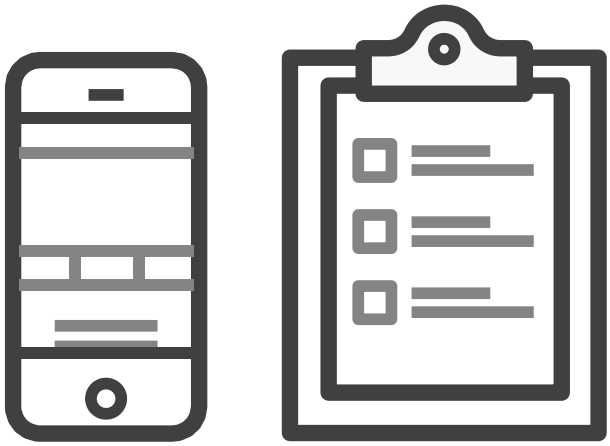

Prototyping to Test

What

This will be the most common prototype you will create in a design project. Create iteratively improved prototypes in order to test out solutions quickly, and then use the test results to improve your ideas.

Best Practice

1. **Decide what it is you want to test**: So as to start with prototyping to test, you will first need to identify the key question(s) you want to answer through your prototype. That way, you can focus on building the aspects of the prototype that test these questions, thereby saving time and allowing you to pursue various ideas at the same time.
2. Remember that not all questions require a functional prototype: sometimes, creating something with the right weight or size will do the trick.
3. While prototyping, keep in mind **how** you will test the prototype. Figure out if you will need to test the prototype in the natural environment of the user (chances are, the answer is “yes”). If that is not possible, determine how best to simulate the natural environment.
4. Then, build prototypes that will effectively evaluate those aspects by testing your prototype with **real users.** (Alternatively, you could create a prototype for yourself and your **design team**. You can also invite **internal and external stakeholders and experts**.)
5. **Sort out the logistics**. What do you need? For example: physical space, sunglasses, pen, paper, permits, additional staff, or anything else?

6 Consider if it would be an advantage to run **a few prototype tests at on**ce in order to test different aspects of a user or the environment. This will allow you to test a variety of ideas quickly.

7 **Present and test** the prototypes.

8 You should continuously capture all **relevant feedback** to provide you with sufficient feedback for moving on in the design process.

9 Gathering feedback from testing sessions can feel like a haphazard process. Thankfully, a few amazing methods are available which you can use to provide some structure and organization to your feedback-gathering process: “Feedback Capture Grid”, “I Like, I Wish, What If“, and “Sharing Inspiring Stories”.

10 Continue to iterate. Continue to learn, adapt, create new prototypes, and test them.