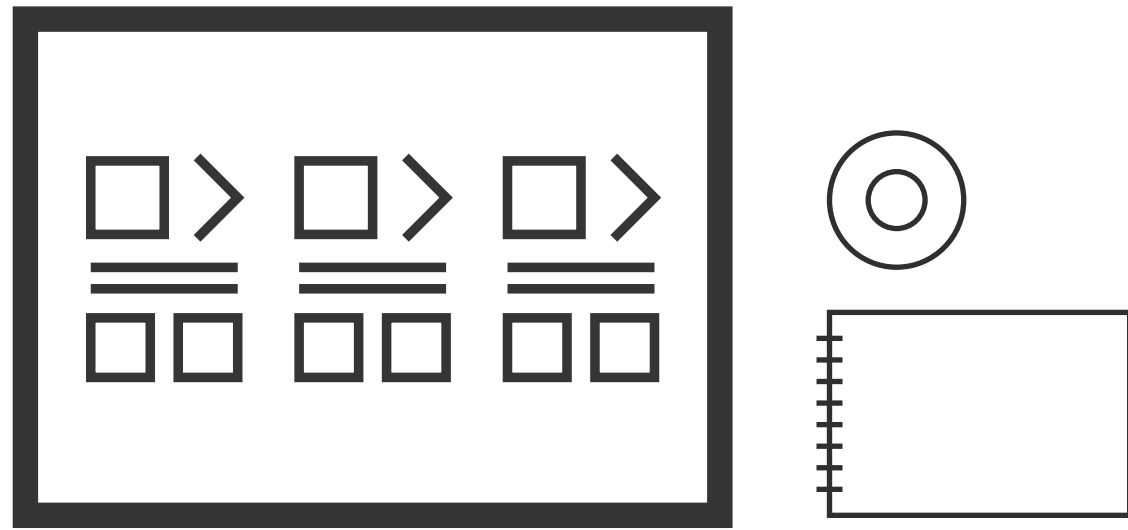


PROTOTYPING PLAN



The DRLab toolkit

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For more information you can visit the website **www.drlab.unitn.it** or write to **info-drlab@unitn.it**.

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Introduction

This tool allows you to design guidelines for creating prototypes of design ideas. The template defines the steps to follow to obtain a prototype that represents a more or less tangible component of a service to create a first experiential form of the service itself. Filling in the form helps the team in designing the prototype.

For a theoretical study visit the page
www.drlab.unitn.it/glossary/#prototyping-plan

Usage tips

Main aim:



Evaluative

Prerequisites:



Service blueprint

Process phase:



Difficulty:



Suggested facilitation:



Partial

Participants:

Min. 3 people

Needed material:

**Print of the model,
colored post-its,
pens and pencils**








PROTOTYPING PLAN

Tool template

FILL OUT THIS TEMPLATE
IN YOUR COLLABORATIVE ACTIVITIES



Project title

Question	Object	Resources	Phases	Results
				
Define the prototyping question: (to understand what you want to learn the prototyping lessons from)	Define the object of prototyping: - experiences, processes, services - physical objects - environments, spaces - software, digital artifacts - value, ecosystems	Indicate the economic resources available for prototyping: Indicate the materials available for prototyping: Indicate the locations and contexts available for prototyping: Indicate the human resources available for prototyping (active role and passive role): Indicate the project data available for prototyping:	Define the actions for the construction of the prototype: Phase 1 Phase 2 Phase 3 Phase n	Indicate the results you intend to obtain from the analysis and collection of data and feedback.



Instructions

1. Indicate the project title.
2. Define the question that guides the prototyping.
3. Define the object for prototyping, which might mean a whole service or just a part. This can be an experience or a process, of physical objects or products, contexts or spaces, software or digital products, or even systems.
4. Indicate the resources available for prototyping. These include: economic resources, materials, places, people and data known to the project at the centre of the prototyping.
5. Structuring the actions of each prototype construction phase. At this point keep in mind:
 - the choice of context, actors, techniques
 - how to use the chosen materials and at what level of fidelity and detail to develop the prototype
 - which tools to use for data collection (e.g. photographs, videos)
 - how to collect, store and analyze data and feedback.
6. Define the results that needs to be obtained according to the question and the prototyping goal.

N.B. The compilation of the template can refer to:

- the prototyping of a whole service or only a part of it
- a collection of phases or a single phase (e.g. a phase identified with the “service blueprint” tool).

PROTOTYPING PLAN
Tool template

FILL OUT THIS TEMPLATE
IN YOUR COLLABORATIVE ACTIVITIES

1 Project title

2 Question > 3 Object > 4 Resources > 5 Phases > 6 Results

Define the guiding question (to understand what you want to learn the prototyping lessons from)

Define the prototyping: - experiences, processes, services - physical objects - environments, spaces - software, digital artifacts - value, ecosystems

Indicate the economic resources available for prototyping:

Indicate the materials available for prototyping:

Indicate the locations and contexts available for prototyping:

Indicate the human resources available for prototyping (active role and passive role):

Indicate the project data available for prototyping:

Define the actions for the construction of the prototype:

Phase 1

Phase 2

Phase 3

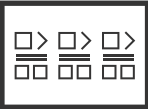
Phase n

Indicate the results that need to be obtained from the analysis and collection of data and feedback.

DESIGN
RESEARCH
LAB

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PROTOTYPING PLAN

Tool template

FILL OUT THIS TEMPLATE
IN YOUR COLLABORATIVE ACTIVITIES



Project title					Public service "Library of things"				
Question		Object		Resources		Phases		Results	
Define the prototyping question: (to understand what you want to learn the prototyping lessons from)		Define the object of prototyping: - experiences, processes, services - physical objects - environments, spaces - software, digital artifacts - value, ecosystems		Indicate the economic resources available for prototyping: The budget for prototyping is around 2000 euros.		Define the actions for the construction of the prototype:		Indicate the results you intend to obtain from the analysis and collection of data and feedback.	
What kind of space is needed for a things library service? How can it be managed and organized? What relationship will it have with the outside world?		The physical space that houses the library of things: the entrance, the relationship with the operator, the "warehouse" of the objects, the passages etc.		Indicate the materials available for prototyping: - Single color cardboard - Tape - Various stationery materials		Prototype construction: 1:50 scale maquette in cardboard of the municipal space that will house the library of things with the hypothesis of the subdivision of the spaces and the basic functional furniture for the service. Phase 1		Comparison of the maquette with the real space. Understand whether the intended place is suitable for hosting the service. What features are indispensable for development. Cost and time estimate.	
				Indicate the locations and contexts available for prototyping: Unused municipal space and laboratory of the design team.		Service simulation: some people in the work group will stage the various moments of the Service Blueprint, entering the scenario of the built maquette. Phase 2			
				Indicate the human resources available for prototyping (active role and passive role): - 3 people design team - 2 municipal employees - 10 interested citizens (inhabitants involved in the exploration) - 3 people from an environmental association - 2 shopkeepers (traders involved in the exploration)		Data collection: some people in the working group will film and take pictures of the maquette and of the "actors". Phase 3			
				Indicate the project data available for prototyping: Exploration phases were carried out in the old town (Design Ethnography). A Service Blueprint was also developed with a heterogeneous working group, so there is an idea of how the service could be developed.		Data analysis: later the scenes will be evaluated, the videos will be examined, to understand the strengths and weaknesses of the service in a place like the prototyped one. Phase n			

