Prototyping

From an idea to an implementation
At first, define the plan

- Think about the ideation and scenarios; check the material you have made (drawings and texts)
  - Do you want to change something?
- Do you want to change the shape of your idea?
  - Note that the final plan doesn't need to look like the items used in ideation
- When the idea is finished you can move onto: the prototyping!
• Prototype (mock up, sample, model etc.) means the original, first version of a new product

• With prototype
  • The product’s functionality can be presented
  • Idea/product can be tested

• Prototype is not a functioning product (not at first at least)

• First you will make a paper prototype
• For that we will use paper, cardboard, clue, scissors, pens, etc. crafting materials
Paper prototype

1. Work together and create the device you ideated out of the given materials
2. The materials can be utilized to your liking and further changes can be made to the prototype if necessary
3. Lastly, present your prototype to the entire class and showcase the functions of your device
Interactive prototype

• Adding **interactivity** to the paper prototype can be done by adding for example:
  • Lights, sound, movement

• You can make your prototype interactive with
  • Coding, robots, laser cutting, 3D printing

• There are even more options on how to add interactivity