



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**.)

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- 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 once** 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 organisation 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.

Learn more about how to use this template

Methods of using this template are taught in our online course [Design Thinking: The Beginner's Guide](#). Make full use of this template and learn more about design thinking by signing up for it today.

Design Thinking: The Beginner's Guide

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The world's leading companies, such as Apple, Google and Samsung, are already using the design thinking approach—because they know it's the way forward when it comes to innovation and product success. Through [Design Thinking: The Beginner's Guide](#), you will deep dive into the five phases of this paradigm-shifting approach to problem-solving—empathize, define, ideate, prototype, and test. By receiving detailed guidance on problem-solving activities ranging from ideation techniques—such as brainstorming and using analogies—to ways of gathering feedback from your prototypes, you'll be able to download the other templates involved and effectively use them in your work. Get ready to unpack, explore, and master design thinking—using it to set yourself apart and unlock the next stage of your professional life.

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