

Future Box Tourism



Method I Prototyping

Basics

Objective	Participants are able to materialize their solution ideas in the form of various prototypes. They think with their hands, incorporate new ideas, further develop solutions and use the prototype to communicate the Design Challenge and solution.
competencies	The participants strengthen their competence to <ul style="list-style-type: none"> • be creative • solve problems • think systemically • think critically • communicate • collaborate • ...
Material	depending on the prototyping method: <ul style="list-style-type: none"> • Cardboard, paper • Templates, e.g. Circular Business Model Canvas, App (e.g. Marvel) • Plasticine • Lego • (Future) Journey Maps • Advertising posters • Processes • role plays • Glue, staples, scissors • ...
Form of social interaction	In a team of at least 3 to a maximum of 5 people
Duration	approx. 45-60 minutes

Brief description

In prototyping, solutions are materialised in a short time and with little effort and in a way that they can be further developed and subsequently tested. Prototyping is 'thinking with your hands' - the creative 'thought piece' becomes a 'hand piece'.

Preparation

Participants have already developed and selected ideas in advance (and possibly concretized them in a first concept sketch). Materials (see above) are to be made available, for example on a table for free withdrawal. A short introduction to prototyping (purpose, methods, ...) is recommended.



Implementation

1. Start

Look together at the concepts that have emerged within the previous rounds. Think about which elements of the solutions you want to prototype with which prototyping method (see method description, prototyping method) and which materials you need for this.

2. Decide and design

Select elements/aspects/areas of your solution idea for which you want to build a prototype. Take the prototyping materials (as needed) to build the selected element - but only as detailed and accurate as is absolutely necessary. Continue to develop the idea through prototyping. You can split up in the group and present different aspects of your idea and try out methods.

Variations

Variants result from the different prototyping methods.

Good to know

Prototyping is thinking with your hands. During prototyping, ideas mature, new ones emerge and old ones are transformed. A prototype can be touched, we can imagine the idea and how it works. But it doesn't have to be fully developed - it is enough to have the quality of a "shitty first draft" (see method "Draw your neighbour") to know at a very early stage if the idea is worth pursuing (or not).

Follow up / Securing results

The results in the form of prototypes may be preserved or at least pictorially recorded. They can form the basis for follow-up projects. Reflection on this phase can again be based on guiding questions, e.g..

- How did prototyping feel to you/you?
- How did prototyping differ from the idea development phase?
- When does prototyping make sense from your/your perspective?
- ...