Future Box Tourism

Method I Test and iterate prototypes

Basics

Objective	Participants understand that their prototypes are only first drafts (in the sense of shitty first drafts) that can be further developed (or discarded) depending on the feedback they get.
Competencies	Participants strengthen their competence to • think critically • communicate • reflect • take feedback • ...
Material	• the previously developed prototypes • when involving test persons via video telephone: notebook(s), tablet(s), cell phones and corresponding programs (e.g. MS Teams, ZOOM ...)
Form of social interaction	alone, in pairs or in teams
Duration	approx. 30 minutes (2 rounds of 15 minutes)

Brief description

With a prototype in their hand, participants enter the phase in which they test their solution idea directly on the target group or present it to experts asking for a critical and constructive feedback, which they can then use for revision.

Preparation

If experts are invited for feedback, they must be organized and briefed in advance. Apart from that, no specific preparation is necessary. The method follows "prototyping" and/or the "presentation of solution ideas".

Implementation

1. **Prepare for the test phase (3 minutes)**
   Prepare your presentation. Ask yourself: Which target group and challenge did you choose? How does your prototype work? What arguments would you like to use?

2. **Present and ask for feedback (10 minutes)**
   First, introduce yourself briefly. Explain to the test person the context and the challenge you have chosen and present the functionality of your prototype. Ask for honest, critical, constructive feedback. Answer questions from your test person(s) and ask questions whose answers may help you to further develop your solution. Thank the test person for his/her time, interest, and feedback.

3. **Repeat (10 minutes)**
   Repeat step 2 until you have gathered at least 4 different feedbacks. Organize as a team to do this: decide whether to split up in subgroups or pairs or work individually. Tip: If possible, try to recruit members of the target group and experts as test persons and prepare them for their task in advance.

4. **Share feedback and iterate prototype (5 minutes)**
   Share feedback you received with your teammates and decide on which you integrate in the further development of your solution. If you have to discard the prototype after feedback, then not much is lost at this early stage.

Variations

Test subjects can be people from inside or outside the educational institution. In case no test persons from outside the participating group can be organized, peer feedback is possible: participants give feedback to each other.

Good to know

Feedback should be given by persons who give appreciative, critical and constructive feedback, who challenge solutions and bring in new perspectives. The point is not to get a confirmation of how great the solution already is, but to get feedback at a very early stage that helps to develop the idea further or leads to the decision to discard the idea - even if it hurts ... Since not much has been invested yet, discarding it is not that dramatic. The involvement of external experts as feedback providers is usually very well received.

Follow-up / securing results

In the follow-up, the following aspects can be addressed, using guiding questions such as:

- How was it for you to ask for and receive feedback? How does it feel to receive affirmative feedback? How does it feel to receive constructive/critical feedback?
- How easy/difficult was it for you to accept feedback?
- How did the feedback help you in the process? In your prototype / your solution idea but also in relation to you (attitude: openness, accepting / enduring feedback, accepting it as a source of learning, failing ...).
- What is the value of feedback - in this process and in general?
- In which way should feedback be given?
- ...