

Prototyping Canvas

Why are you prototyping?

To explore ideas | To improve ideas | To evaluate ideas

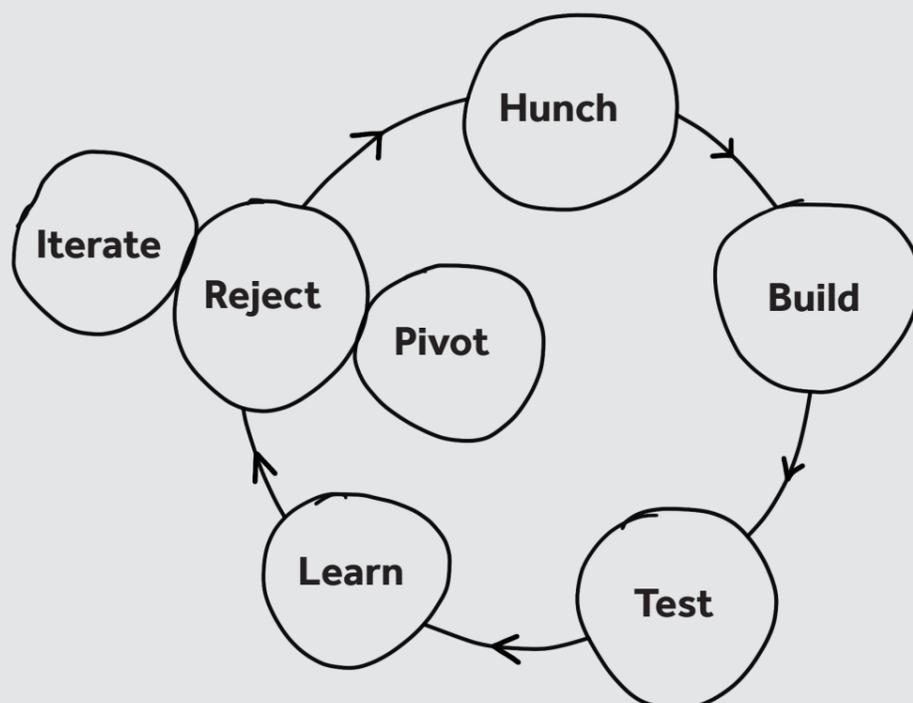
What's your hunch / idea / concept?

What are the critical uncertainties?

What are the alternatives to test?

How will you build your prototype?

Paper | Tabletop | Frameworks | Scenarios | Acting | Live



What criteria will you use to judge a good prototype?

Eg desirability, feasibility, ability to create a particular outcome

What did you learn from your prototype/s?

How did they perform against the test criteria?

What else did you learn?

What next?

Iterate? Reject? Pivot?