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| **Workshop Title** | Prototyping & Testing your digital idea |
| **Workshop developed by** | Greg Le Sueur |
| **Description** | Participants will learn how to define the problem they are trying to solve, Design a solution for that problem, Prototype that design and test it with other participants. |
| **Pre-requisites** | None – but they will require a smart phone and be able to download a free app for prototyping |
| **Key learning Outcomes** | By the end of this workshop participants will have the knowledge and ability to validate any digital app idea by designing, prototyping and testing. |
| **Engagement and Learning Strategies** | Mostly hands on workshop with some lecturing to introduce topics and support |
| **Spaces and Equipment required** | Just seats, tables and access to Wi-Fi. Participants need to have a smart phone. |
| **Risk Assessment** |  |
| **Getting set-up** | Pens and paper for each person |

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| **Step** | **Timeline** | **Activity** | **Tips for the Facilitator** | **Instructional Resources** |
| 1 | 00:00 – 0:10 | Introduction to the workshop and facilitator |  |  |
| 2 | 00:10 – 00:20 | Intro to prototyping and the available tools out there. The 3 steps of prototyping - Writing, Designing & Stitching . |  |  |
|  | 00:20 – 00:30 | Defining your problem statement. What is the ideal customer flow? Storyboard it. |  |  |
|  | 00:30– 00:40 | Writing down the specific steps a user will need to t |  |  |
|  | 00:40 – 00:50 | Design a screen for each step. |  |  |
| 3 | 00:50 – 01:00 | Design a screen for each step. |  |  |
| 4 | 01:10 – 01:20 | Stitching together. |  |  |
|  | 01:20– 01:30 | User testing the prototype. |  |  |
|  | 01:30– 01:40 |  |  |  |
| 5 | 01:40– 01:50 |  |  |  |
| 6 | 01:50– 02:00 |  |  |  |

**What next?**

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| **Resources** | Sprint (<http://www.gv.com/sprint/>)  <https://www.invisionapp.com/>  <https://marvelapp.com/> |
| **Collaboration** |  |