

EXPERIENCE ORIENTATION

RAPID EXPERIMENTATION

Experiment with ideas and prototypes rapidly to get feedback and improvement.

0. Name of the phase

Experience Orientation - Prototype

1. Name of the tool

Rapid Experimentation

2. Duration

Variable (*a few days/weeks depending on the concepts*)

3. Materials used

A variety of materials might be used depending on the concepts to experiment, for example:

- Paper
- Coloured pens
- Scissors/glue
- Any props that might be needed for the service concepts, ideas, and prototypes

4. What is this tool and what is its purpose and benefit?

Rapid experimentation is a process of quickly creating prototypes to test with the target audience, such as users, students, teachers, stakeholders, or developers, to get early feedback on the prototypes. This helps find out what works and what does not work, or which alternative version works the best, before continuing to the final phases of development and finding direction for development. This is a good and resource-friendly way to build and test prototypes instead of developing the idea directly into a final version or having just one version for final testing. Rapid experiments can be used as a tool in teaching that students use in their projects, but also for planning and developing teaching and teaching premises.

5. Steps how to use this tool in practice

1. Look at the ideas and concepts, which are ideas developed into a more explanatory form, and think about what you want to achieve with rapid experiments. Plan the work and who to include in rapid experiments.
 2. Develop prototypes for your rapid experiments. These should be simple and easy, for example, low-fidelity prototypes. You can have different development and testing rounds of the prototypes. Prototypes should be easy to adapt and change during the experiments.
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3. Run rapid experiments with the people you invite. You can experiment with the prototypes through different activities, such as roleplay or storyboards. Observe the testers during the process and take notes of their comments, reactions, and how the prototypes work. They can also join in developing new or altered prototypes. Debrief with your team after every round of testing to record what went well, what was not working, and any ideas about what might need to be changed.
4. At the end of the event, analyze the results and discuss changes and actions to take for further development.

6. Tips and hints for using this tool

A Prototyping Report Card can be prepared to help others get the whole picture of the prototype/s easily.
