Australian Government

Human Centred Design 101

Prototype development

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Agenda

- Paper prototype examples - 5 min

- Review for inspiration - 5 min

- Sketch an idea - 10 min

- Pair up to chat - 8 min

- Prototype again - 20 min

- Break – 5 min

Example paper prototypes – 2 min

Review for inspiration – 5 min

Jump into your team Miro board and review your ideation concepts and research themes

Sketch an idea – 8 min

Using pen and paper or a cup of lego, create a prototype idea of how you might solve the problem

Share in small groups – 8 min

In small groups:

1. Share your concept

2. Discuss key parts of each idea

3. Select one idea to build on together, or combine your ideas if they're similar

Paper prototype in groups – 20 min

- Find your groups place on the Miro board

- Develop a 'paper prototype'

- Write a short sentence capturing the situation, scenario or context people might use this solution

Switch and Break

- Hang up this call and join the new call link

- Once you're in the new call, you'll have 10 minute break to grab a cuppa

- While you're taking a tea break we'll be welcoming the test participants

Human Centred Design 101 Prototype testing

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Acknowledgement of Country

Who is in the virtual room today?

Prototype creators from course

Our kind volunteer testers!

Tips for our volunteers giving feedback

Our kind volunteer testers!

- It's a draft – not a trap or a test of you!

- The prototypes will be rough - we've done just enough to help us have a conversation

- We want to know your thoughts and expectations – talk out loud about what you see

- Talk out loud about what you'd expect things to mean

- Talk out loud about what you'd expect to happen next

- Identify anything you find confusing or difficult, anything that doesn't make sense

Prototyping

Learning outcomes

For course participants / prototype creators:

- Experience how you might test a paper prototype

- Reflect on how you might make changes after prototype testing

For volunteer testers:

- What does prototype testing feel like from a research participant's perspective

Today will work a bit like speed dating…

We'll have **2 rounds of testing** with some reflection time in between testing rounds

Hopefully you won't feel like this…

Show of hands

Who has taken part in prototyping before?

Round 1: Groups of 3 or 4 – 15 min

Volunteer tester

Provides their feedback on the prototypes / concepts.

Facilitator

Guides the session, asking the key questions and prompting for further information

Observer/s

Take notes as the participant is speaking, recording their responses as verbatim as possible and observing and recording their behaviour and response to the concepts.

++ Self paced prototyping where numbers aren't right

We'll send you into breakouts now!

Volunteer tester

Facilitator

Observer/s

Some of you may stay in the main room, where numbers aren't right – you'll do self-paced testing
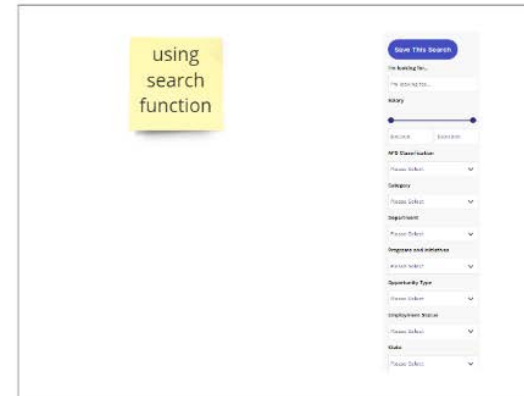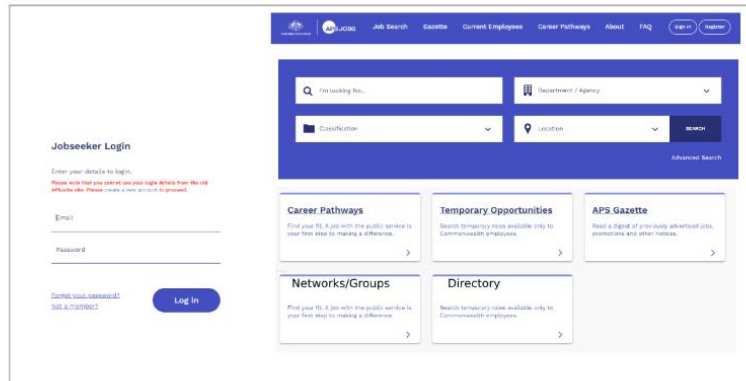
Self-paced testing

[Share your thoughts here](#) {link to quick survey}

Quiet reflection – 5 min

Lets reflect

Using pen and paper, reflect on how that activity felt

Prototype creators

How did that feel? Would you do something differently next time?

Volunteer testers

How did that feel? What did you learn from that activity?

Round 2 of testing – 15 min

Volunteer tester

Provides their feedback on the prototypes / concepts.

Facilitator

Guides the session, asking the key questions and prompting for further information

Observer/s

Take notes as the participant is speaking, recording their responses as verbatim as possible and observing and recording their behaviour and response to the concepts.

++ Self paced prototyping where numbers aren't right

Reflection – Prototype Testing

Dependent on testing cohort

- Objective: Develop an understanding of users' feedback on prototypes; understand how prototypes are being received; gather evidence for any further iterations.

- Output: Testing notes that can be used to further develop prototypes.

As a tool:

Gives quick, low-risk feedback to new programs or policies (or changes to existing services).

In a project:

Gives the project team insights into how the prototypes are being received. Can be used to further develop suggested solutions, or rule out those that aren't working. A quick and relatively low-cost way to sense check solutions.

Thank you to our volunteers!

Thanks for taking part and
we'll let you go

Prototypers – time to reflect on feedback!

We'll work quietly making sense of the feedback you got and what it means for your concept…?

Write down your reflections – these reflections might be things you talk about in showcase next week

NEXT STEPS
- **Showcase**
- **Retrospective**

Thank you for your time and energy today

Don't forget:

Jump into Miro and have fun