PROTOTYPING PLANNER

PROTOTYPE OF: _____   PROTOTYPE BY: _____   DATE: _____   VERSION: _____

🔍 FRAME

⚙️ BUILD

⚖️ TEST

🔨 ACT
(after prototyping)

PURPOSE

Prototype for X:

- ( ) Desirability (human)
- (✗) Feasibility (technical)
- ( ) Viability (business)

Why are you prototyping? What are you testing? State the question that your prototype should answer.

We are prototying to take in to account all of the changes we have made thus far.
We are testing the usability and simplicity of the interface for the user.
Our prototype should asnwer how users interact with our invention from start to finish.

DESIRED OUTCOME

What is your main objective?

- ( ) Exploration
- (✗) Evaluation
- ( ) Communication

What do you hope to achieve? What will you be able to do after prototyping?

We hope to address all of the problems we were confronted with last time around.

FOCUS

Which part of the product and which solution concepts will you prototype? (Functions and means)

We are prototyping the physical box of our ticket machine along with a newly updated interface within the screen. We are condensing the size of the physical machine, along with simplifying the interface that users will be required to use.

WHAT TO BUILD

Level of detail and realism needed:

Low (quick and dirty) ①—②✗—③—④—⑤ High (precise but slow)

What __must__ the prototype be able to do or show?

The prototype must be able to show the general idea of what our invention will look like in an actual grocery store. It will show the phyical properties of the ticket machine, but there will not be a working tablet with a functioning software.

BUILD PLAN

How will you make the prototype?
Which resources do you need? Which limitations exist?

For our physical machine, we used cardboard, tape, and exacto knives to contruct this verison of our prototype. For our interface, we have been using a Microsoft software to create the platform users will interact with. We have made every slide that would appear on the screen through a step-by-step process.

TEST PLAN

Who will see or use the prototype?
How will you test the prototype?

We will be seeing fellow students and members of our group using this specific prototype. The prototype will be tested by sliding through our user interface on a seperate monitor while passing a mock ticket through the machine.

RESULTS

What data will you collect from the test? How? When is the test successful?

The test will be successful nearly everytime. It is dependent on wether or not we as a group feel as if our desires with our invention are satisfied. We can collect the user satisfaction of those who test our prototype to further collect data.

PROTOTYPE

Build and test the prototype. Show it here.

INSIGHTS

Which insights and ideas did the prototyping give you?

We can add a bit more directionality to our interface to give users a better idea of what to do when they have finished.

Users enjoyed the simplicity of the design and were able to complete the task we gave them with ease.
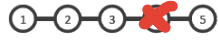
ACTIONS

Which conclusions and decisions can you make from these insights?

We have some small adjustments to the software to make it more user friendly, but overall the design seems simple and self explanatory.
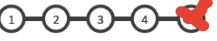
In the future, could think about building a more advanced version of the box/case that would better represent what it would look like in stores and on store shelves.

EVALUATE TEST

Prototyping effort:
①—②—③—④✗—⑤
Low   High

Success:
①—②—③—④—⑤✗
Low   High

Is further testing needed? What changes will you make for the next test?