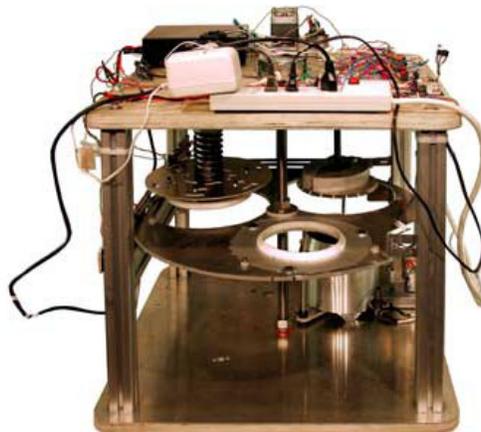
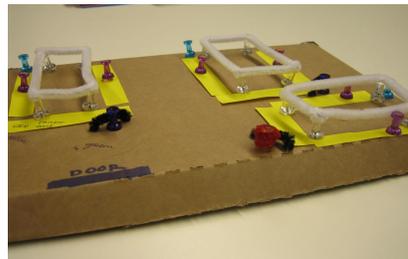


Introduction to "Quick Build" Prototyping





the conversation piece

a physical object that you bring with you to interviews – this object ignites conversation and gives the user something to react to



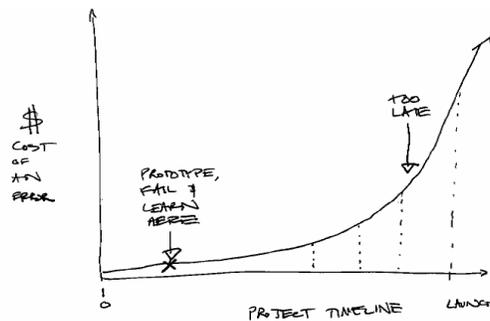
why create a "quick build" prototype?

- validate or refine the problem
- answer a key question
- explore potential solutions
- flesh out your solution

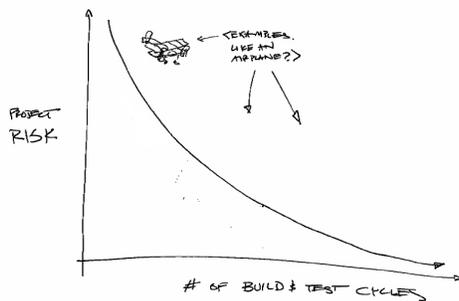


Prototype early

[De-risk the idea, cheaply!]



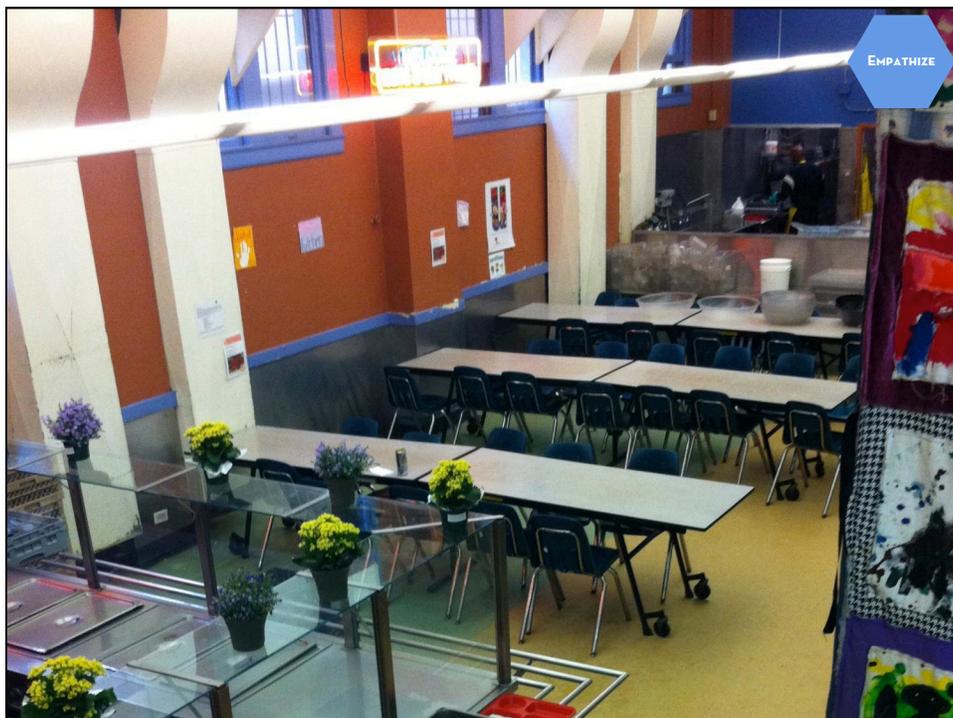
Prototype often



service prototype example //

*Redesigning Meal Service
Experience at Glide Foundation
in SF*



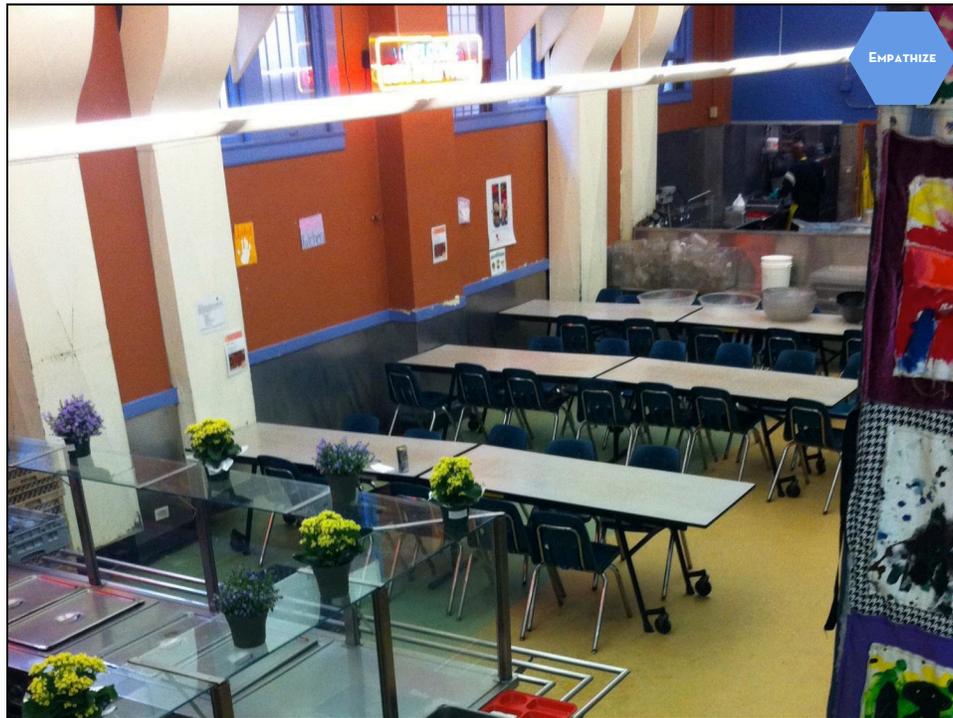


**A hardened but vulnerable
transplant
needs to feel
a sense of community
in a world in which
home-cooking is like love**



Their big idea:
Family-style dining





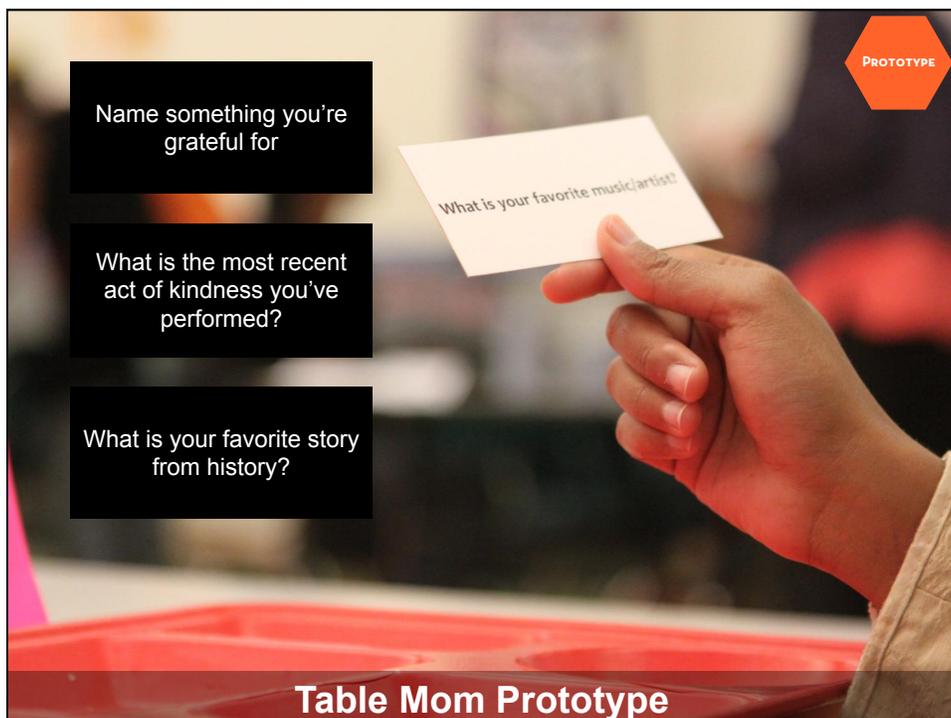
Question 1:
Will clients talk to each other?
Will they enjoy interacting?

Question 1:

Will clients talk to each other?
Will they enjoy interacting?

Prototype 1:

The Table Mom Prototype



Question 2:

Will clients be willing to serve each other? (or would clients tend to hoard or steal?)



Question 2:

Will clients be willing to serve each other? (or would clients tend to hoard or steal?)

Prototype 2:

The Welcome Kit Prototype





Question 3:
Will family-style dining slow down operations? What logistical issues might come up?

Question 3:

Will family-style dining slow down operations? What logistical issues might come up?

Prototype 3:

The Breakfast Prototype



Prototype 4: **The Full Roll-out**



“Wow, am I at Glide
or at home?”



Strategy takeaway:

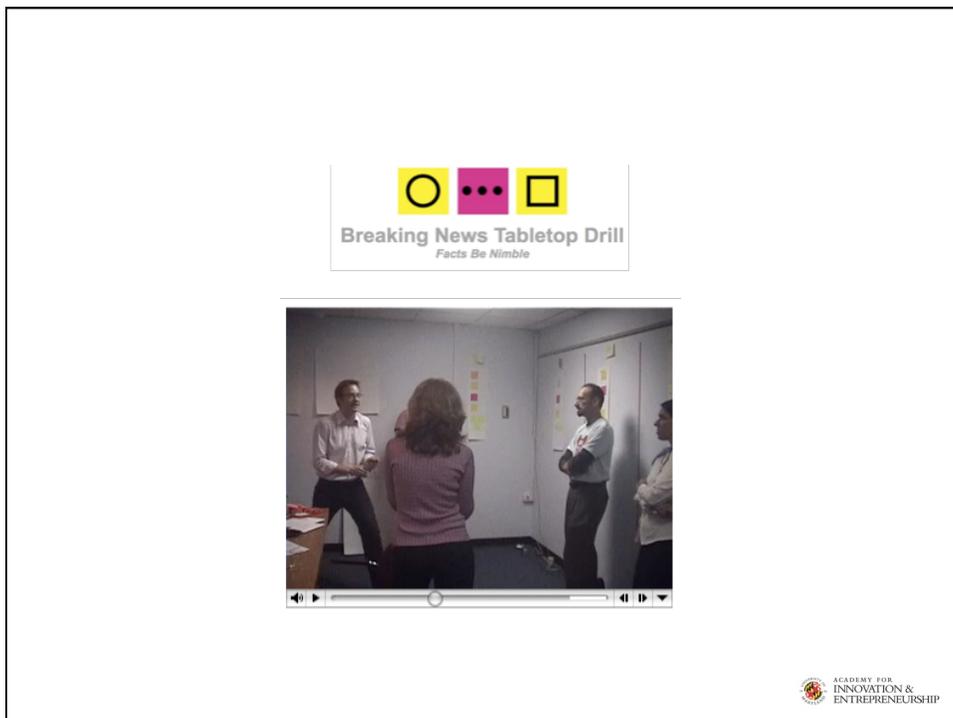
Break your solution up into key questions, and create a series of prototypes to answer those key questions.



process prototype example //

Breaking News at WNYC

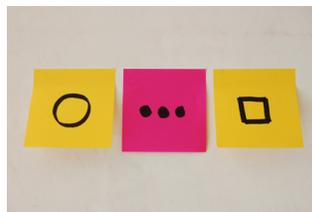




Strategy takeaway:

(For processes)

Create a tangible way to run through a variety of scenarios & try new solution ideas as you go.



**product prototype
example //**

*ANA Grantee Connector
(The Administration of Native Americans)*



PROBLEM

When grantees don't connect, limited time and resources are wasted.

- **Duplication of effort**
- **Best practices aren't shared**
- **Mistakes are repeated**



4 Prototypes: 40 Interviews



Administration for Native Americans'

Grantee Connector

A space for grantees to network, find successful project models, and access ready-made tools for their projects



- 
Current Grantee Directory
- 
Site Visit Lottery
- 
Promising ANA Projects
- 
Grantee Tools and Templates
- 
Challenges Overcome



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Challenges Overcome



Directory of Current Grantees

Back to Grantee Connector Home

Find Summaries of Current ANA Projects and Get Grantee Contact Info

Keyword Search

Search Results

Contact Info Oudated? [Let us know.](#) [Download a Printable Directory](#)



ACADEMY FOR INNOVATION & ENTREPRENEURSHIP

Administration for Native Americans'

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A space for grantees to network, find successful project models, and access ready-made tools for their projects





Current Grantee Directory



Site Visit Lottery



Promising ANA Projects



Grantee Tools and Templates



Challenges Overcome

ACADEMY FOR INNOVATION & ENTREPRENEURSHIP

Site Visit Lottery

[Back to Grantee Connector Home Page](#)

Enter the lottery to visit a current or former ANA grantee site.

Choose a Grantee to Visit Using our Directory and Current Grantee Map





Administration for Native Americans'

Grantee Connector

A space for grantees to network, find successful project models, and access ready-made tools for their projects



-  Current Grantee Directory
-  Site Visit Lottery
-  Promising ANA Projects
-  Grantee Tools and Templates
-  Challenges Overcome



Promising Projects



Search through over 200 successful ANA projects from 2006 onward to find best practices, lessons learned, sustainability strategies, and challenges grantees faced. Note that non-inclusion does not indicate a project wasn't successful. Having trouble finding what you need?

[Back to Grantee Connector Home Page](#)

Search Promising Projects By Criteria:

Results

Name of Tribe or Nonprofit	Project Title	Summary of Project



Administration for Native Americans'

Grantee Connector

A space for grantees to network, find successful project models, and access ready-made tools for their projects





Current Grantee Directory



Site Visit Lottery



Promising ANA Projects



Grantee Tools and Templates



Challenges Overcome



Grantee Tools and Templates

[Back to Grantee Connector Home Page](#)

The library below contains resources developed for and by grantees. Look through the resources organized by type, or use our keyword search if you know what you're looking for. [Having trouble? Get in touch with us.](#)

Keyword Search



Submit Your Tool or Template

Results for "Ojibwe Curriculum"			Browse By Type
Name of Tool or Template	Descriptive Summary	Created By	
Ojibwe Curriculum k-12	xxxxxxxx	xxxxxxxx	Curriculum
Ojibwe Curriculum Early Childhood	xxxxxxxx		Budget Template
Ojibwe Curriculum Adult Learners	xxxxxxxx		Language Learning Materials
			Language Assessments
			Policies and Codes
			Evaluation Models
			Tracking Forms
			Job Description Templates



Administration for Native Americans'

Grantee Connector

A space for grantees to network, find successful project models, and access ready-made tools for their projects





Current Grantee Directory



Site Visit Lottery



Promising ANA Projects



Grantee Tools and Templates



Challenges Overcome



Challenges Overcome

Back to Grantee
Connector Home Page

Search the drop-down to see how other grantees overcame challenges you are experiencing.

Common Challenges

Staff Turnover	Recruiting Program Participants Results - Salt River Pima Maricopa Community - Partners in Development Incorporated - Nkwusm School - Chippewa Cree Tribe	
Meeting Match		
Lack of Tribal Council Support		
Partner Dropout		
Recruiting Program Participants		
Weather		
Distance		
Transportation		



Strategy takeaways:

- *Mock up your solution in the quickest & cheapest way possible.*
- *Flesh out your idea as you test with users.*





Prototyping process

1. Form a question(s)
2. Build something tangible to answer each question or test each hypothesis



first, form a question

- What is a “day in the life” like for my user?
- What does my user generally think of my idea for a solution?
- What’s more important to my user – x, y or z?



then, build something tangible.

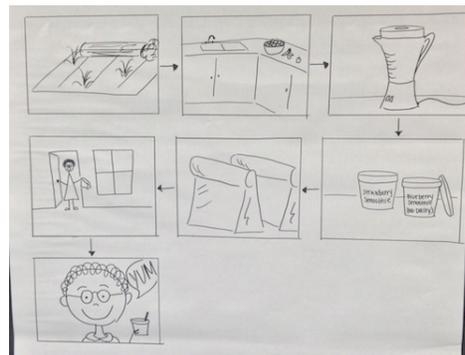
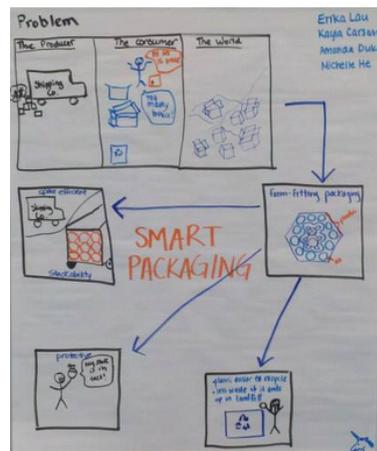
4 types of prototypes:

- storyboard
- Wizard of Oz
- no-res (role-play)
- Works-like/feels-like



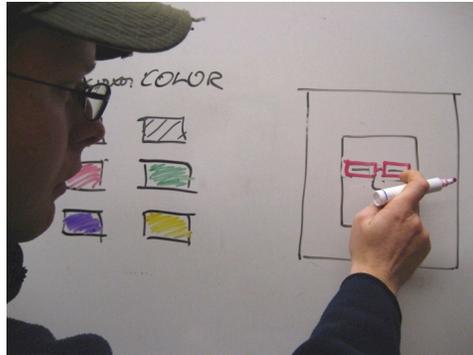
1) storyboarding

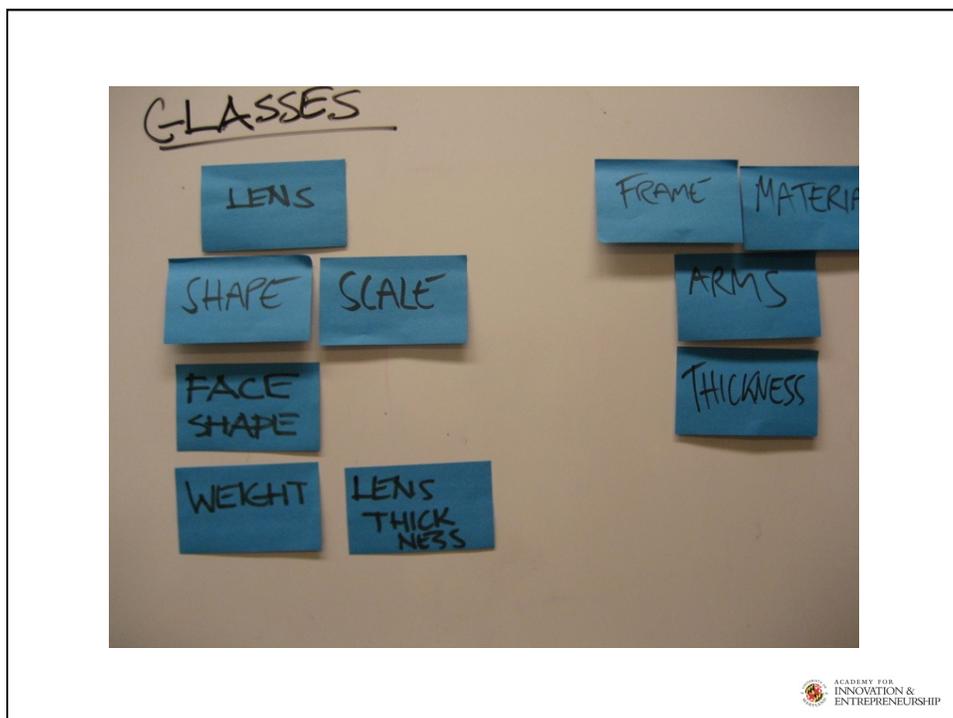
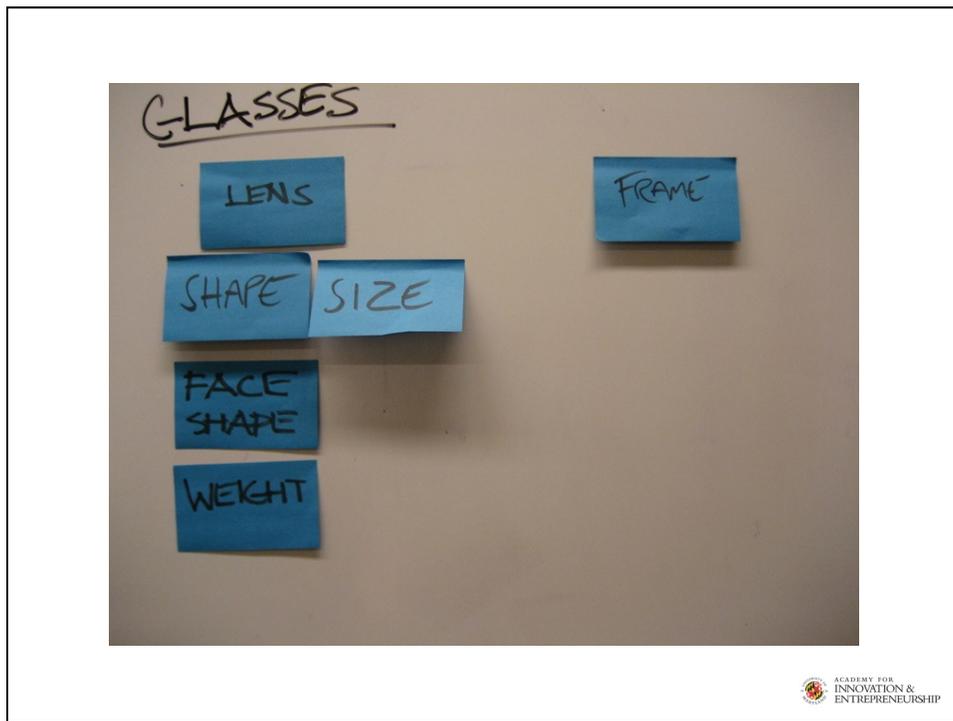
creating a series of images (rough sketches or photos) outlining a sequence of events & details



2) Wizard of Oz prototyping

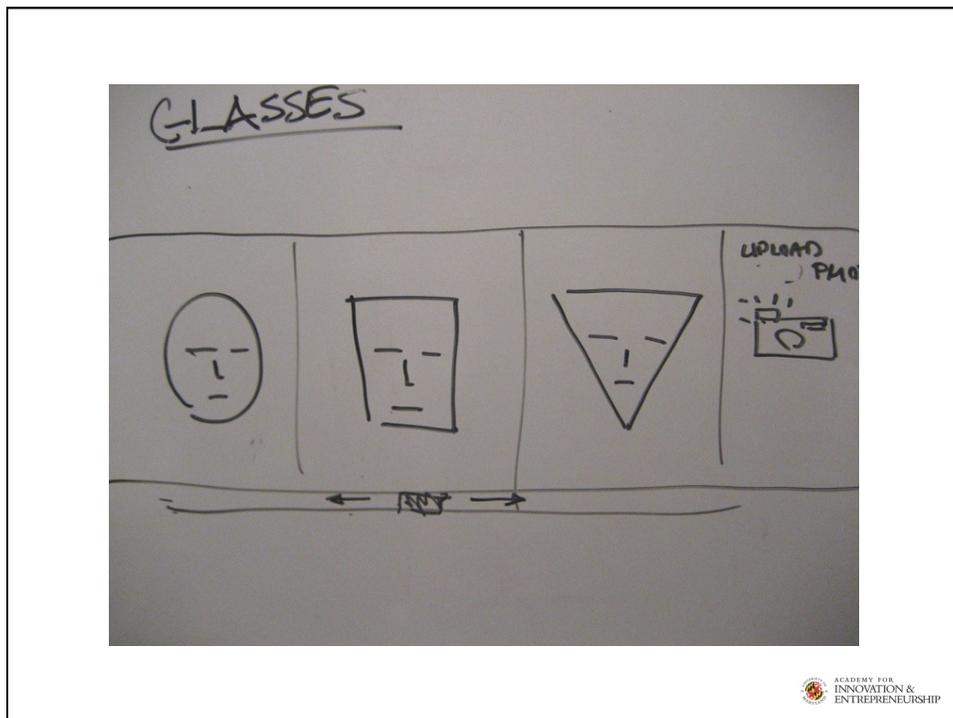
developing a model out of paper of an interface that you're designing and have real users interact with the prototype manipulated by a person 'playing computer'

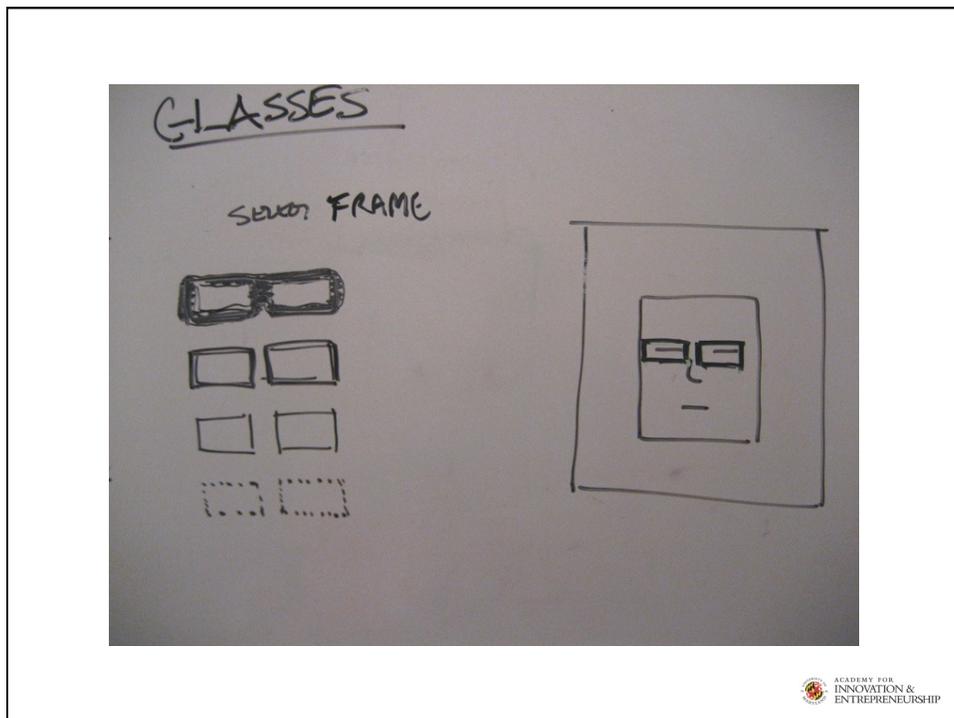
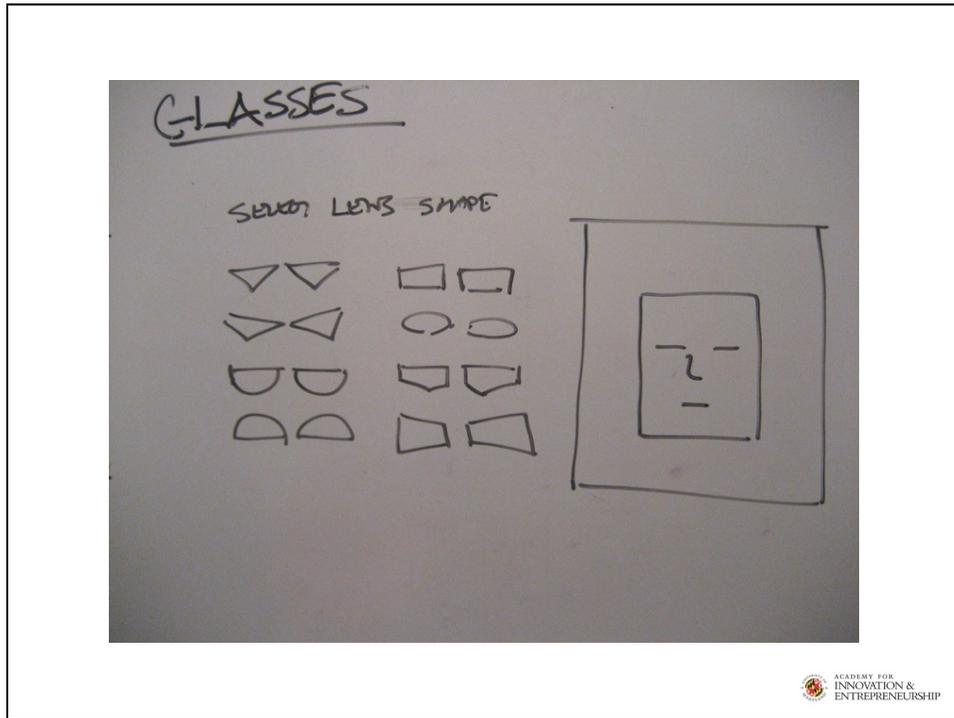


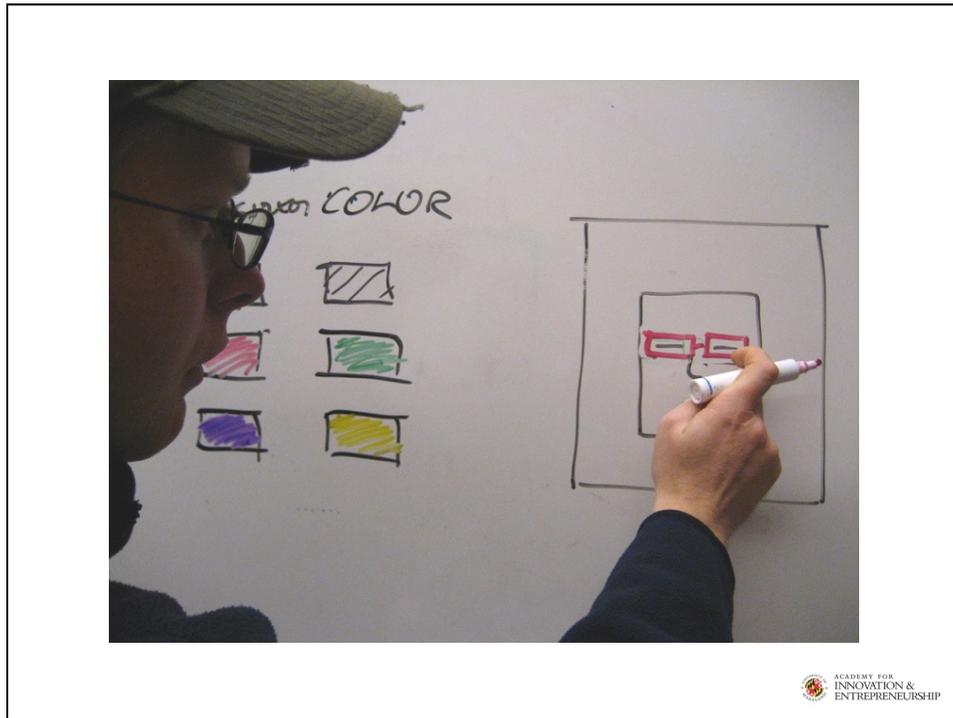




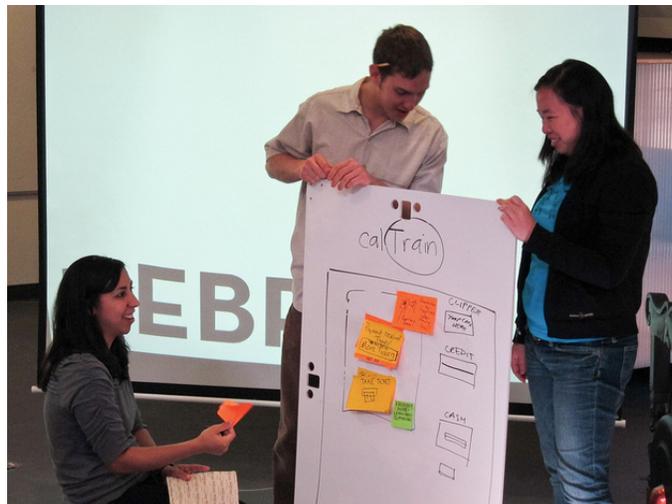








2) Wizard of Oz prototyping, example 2

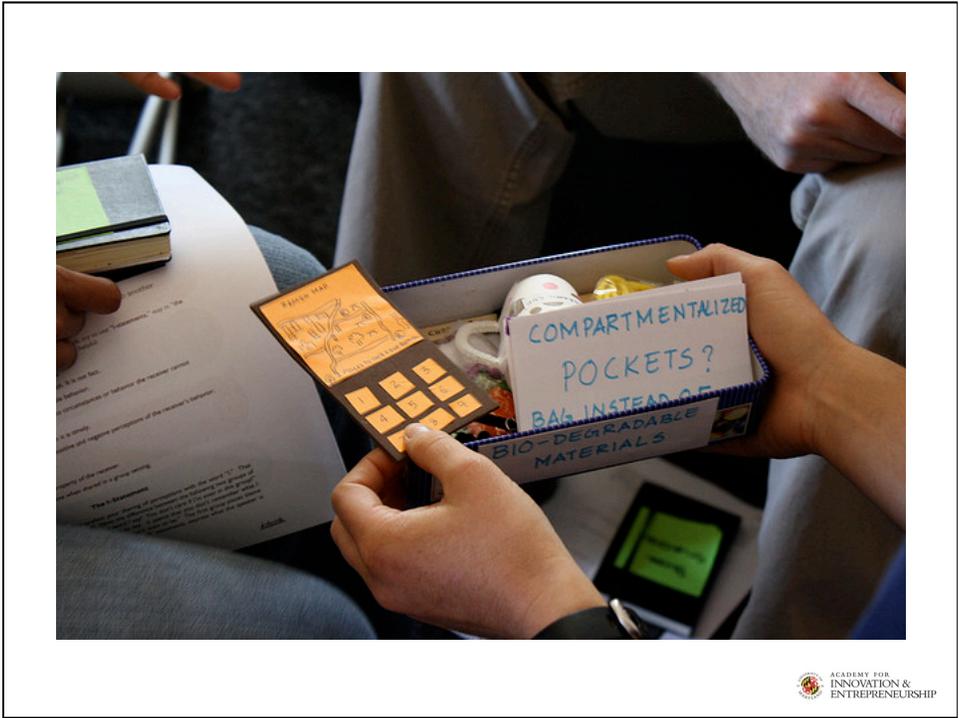


3) no-res (role-play) prototype

creating key props & having users role-play through a mocked-up experience

[good for solutions with person-to-person interaction]





4) Works like/Feels like



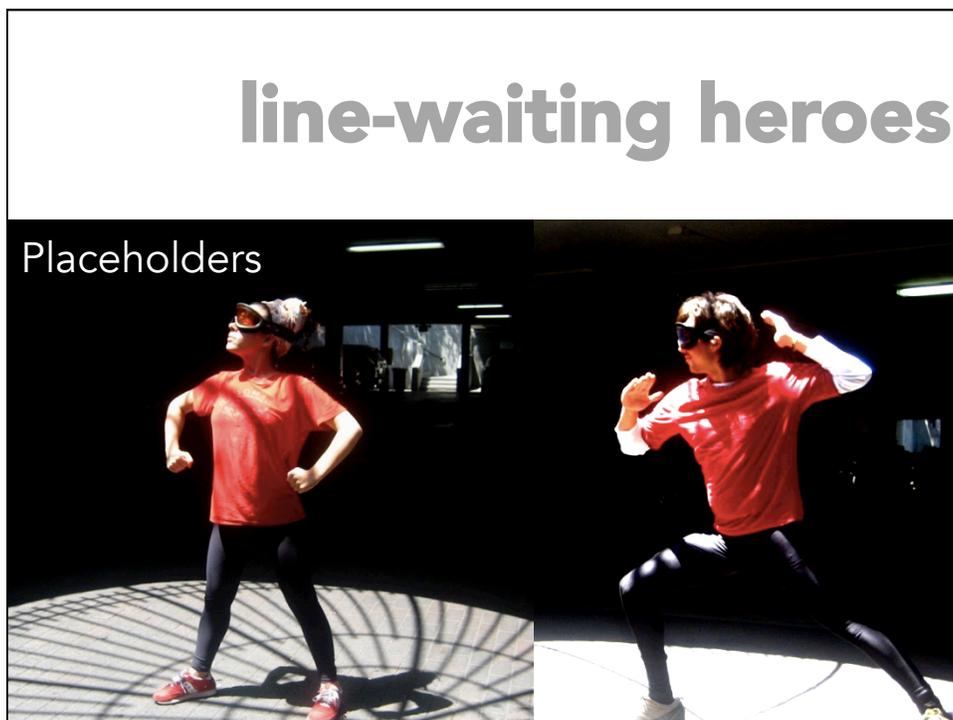
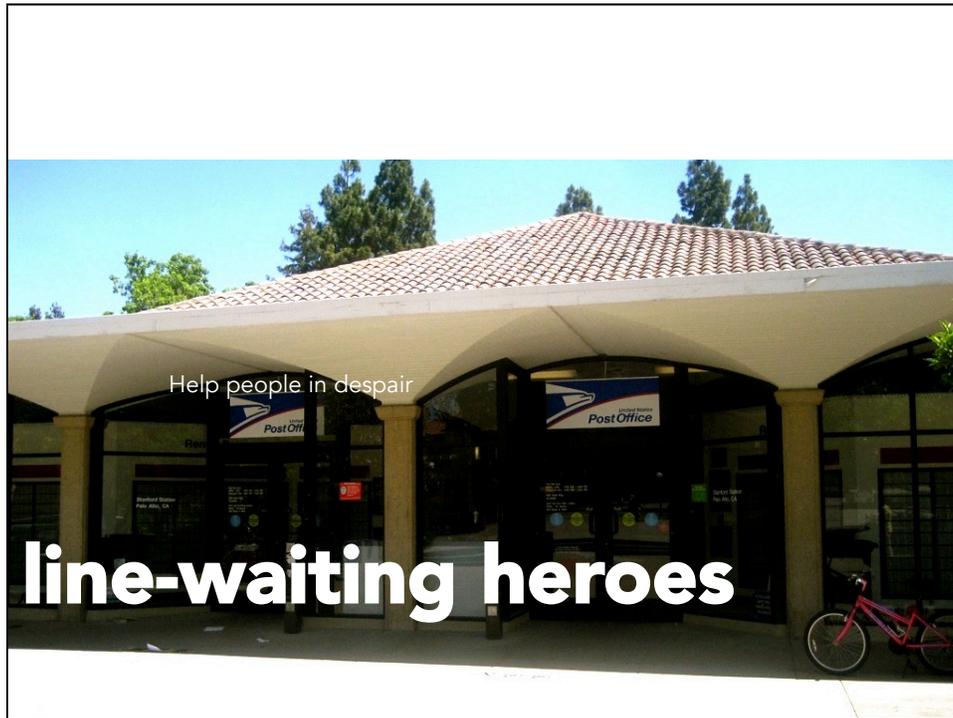


4) Works like/Feels like

jetBlue
CALL-WAITING EXPERIENCE

ACADEMY FOR
INNOVATION &
ENTREPRENEURSHIP

The text 'jetBlue' is written in a large, blue, lowercase sans-serif font. Below it, 'CALL-WAITING EXPERIENCE' is written in a smaller, black, uppercase sans-serif font. The 'ACADEMY FOR INNOVATION & ENTREPRENEURSHIP' logo is in the bottom right corner.



line-waiting heroes



line-waiting heroes

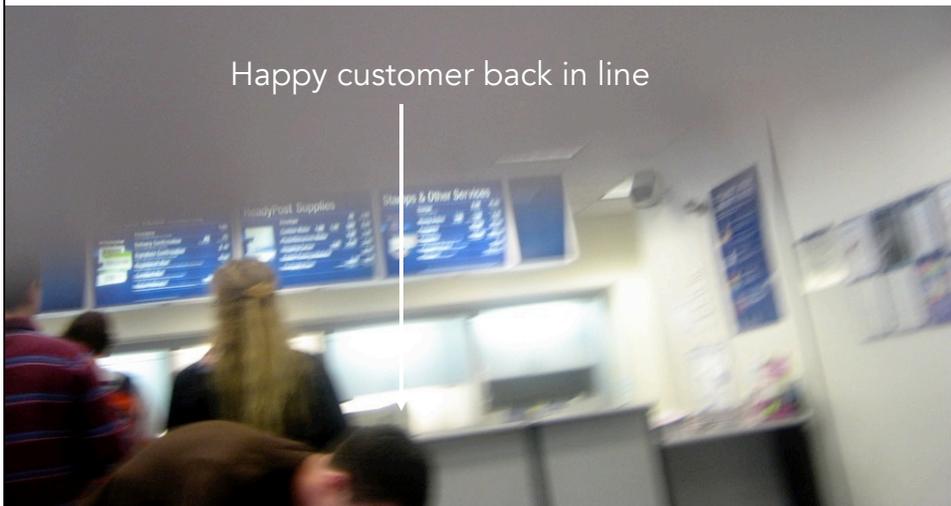


line-waiting heroes



line-waiting heroes

Happy customer back in line

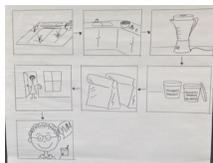


Prototyping Categories

Type	Description	For things that are...
Storyboard	A series of sketches/images that illustrate how your idea works, or what it would look like to experience your solution	A process or experience (intangible)
Role-Play	A skit that illustrates how your idea works – give members of your groups roles to play, and remember to create a role that will be played by the person testing your solution	A process or experience (intangible)
Wizard of Oz	Use paper & post-its to mock-up how someone would use your website or app	Digital (a website or app)
Works Like/Feels Like	A rough mock-up of how a mechanism works, OR how it might feel to use a physical device or go through an experience	A physical product OR an experience (intangible)



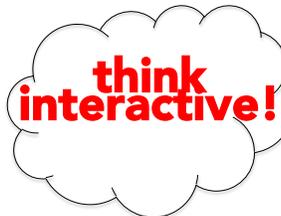
Prototype cheat sheet



storyboard/
video



wizard-of-oz



line-waiting heroes



works like/
feels like



role-play

