Introduction to Rapid Prototyping

Unlocking the collaborative potential of your workplace through design thinking.
From designing ‘for’ to designing ‘with’
Process: Outline for session
Slide 4 Time versus capability and impact
Why are we here today?

To get a taste for how we can build a culture of co-design to solve our wicked problems

Purpose
What will we get out of today?

- Process, tools and principles
- Different perspective
- Confidence
- Fun!
Prototype
Slide 10 Tool rapid prototyping
Why Prototype?

- Test ideas quickly and cheaply
- Reveal risky assumptions
- Learn fast

**Tool:** Rapid Prototyping
Slide 12 Rapid prototyping examples

Tool: Rapid Prototyping
Tool: Rapid Prototyping
Icebreaker: Yes, And...!
Yes, and...!
Slide 16 Yes, and

1. Find a partner
2. First partner starts with random comment
3. Next partner responds ‘Yes, And..’ and improvises new statement
4. Each statement builds on the last

Process: Yes, And...!
Slide 17 What is not working

**Tool:** What’s Not Working
What’s not working?
Slide 19 Examples

1. Who are you solving the problem for?
2. Not too broad, not too narrow
3. 25 words or less

Examples:

- How might we better support young people transitioning from out-of-care?
- How might we create a safe and accessible safety and support hubs for those experiencing family violence?
- How might we collaborate with startups to help solve our nation’s biggest problems?
Tool: Idea Challenge
Slide 21 Idea challenge part 1

Process: Idea Challenge (Part 1)
Slide 22 Idea challenge part 2

As a group using post-it notes, brainstorm 40 good ideas

- 1 idea per post-it note, stuck to the table
- Anything is possible!
- 4 minutes

**Process:** Idea Challenge (Part 2)
Tool: Rapid Prototyping
Process: Rapid Prototyping

1. As a group, rapid prototype one selected idea (Moonshot)
2. Give your idea a bold title and represent it in 3D
3. At the end of the process, each team will "pitch" their idea to the rest of the group

5 minutes
2 minutes max
Reflection
Recap

- Yes, And...
- What's Not Working?
- How Might We...?
- Bad Idea / Good Idea
- Rapid Prototyping

Reflection: Activities & Tools
Slide 27 The co-design problem

The Co-Design Program
Slide 28 Three month process

3 month process

Orientation  Inquire  Ideate  Implement  Presentation

Sprint 1  Sprint 2  Sprint 3
Slide 29 The co-design program
Slide 30 The co-design program critical friends

The Co-Design Program: Critical Friends

- A cross-section of people who are impacted by the problem area
- Encouragement and support: identifying assumptions and asking open-ended questions
- Not too heavily invested in the problem or a solution
- Provide a fresh and objective outside perspective
Slide 31 Targets

- Homelessness
- Youth
- Family Violence
- Drugs and Alcohol
- Indigenous Population
- Infancy
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