



M12 Building A Prototype

In this activity, you are going to build a rapid prototype. Creating and testing a Rapid Prototype is an opportunity to gain a greater understanding of what your audience wants.

The goal is to create something tangible that your audience can interact with so that you can test your idea. It does not need to be perfect. You have to create something that will enable you to get your idea across and gather feedback on your idea.

To do this, you are going to build a prototype (that you will run and gather feedback on next in Module 13). To learn about how to build a prototype, check out these resources from IDEO:

- [Rapid prototype](#)
- [Build and run prototypes](#)

Your prototype will NOT be your entire project or solution, but it will be a piece of (a part of) your idea/solution that you can quickly create and gather input on. To do this, you could make a model, a mock-up, a sample, or draw out a [storyboard](#) or [role-play](#).

PreWork

Make sure you have watched the module video and read the [required readings for the module](#) BEFORE you begin this work.

Module Readings/Resources

List the reading(s) that were most helpful to you for this activity and how/why you used each. You should note at least one reading but can list as many as you found helpful for this work.

IDEO.org. (n.d.). Rapid prototyping. <https://www.designkit.org/methods/rapid-prototyping.html>

IDEO.org. (n.d.). Build and run a prototype. <https://www.designkit.org/methods/build-run-prototypes.html>

IDEO.org. (n.d.). Prototype mapping. https://drive.google.com/file/d/1hrgdz6-S3_jyXmq0futAFifRL-McgmGE/view

IDEO.org. (n.d.). Prototyping report card. <https://drive.google.com/file/d/15JBttBdudPrpFdSEU1DTcTLCCHzpbqvJ/view>

IDEO.org. (n.d.). Storyboard. <https://www.designkit.org/methods/storyboard>

IDEO.org. (n.d.). Role play. <https://www.designkit.org/methods/role-play>

Center for Community Health and Development (2018). Putting your solution into practice - Chapter 17 Section 7.

<https://ctb.ku.edu/en/table-of-contents/analyze/analyze-community-problems-and-solutions/put-solution-into-practice/main>

Part 1: Determine What to Build

Since your prototype will be smaller than your actual solution/project, you must think about all the different prototypes you could build and what each would allow you to gather feedback on.

1.1 Prototype Mapping

Review this document about [Prototype Mapping](#) (directions and example). We used these ideas from IDEO to structure the steps below.

To determine the different prototypes you could create, think about the most important moments and milestones in your Project/Solution. What you want to see in each moment and finally the concepts/solutions you could use to achieve it. It may help to think about this through the lens of the user journey.

Important Moments and Milestones	Awareness:	Support/Access:	Experience:
	Mentors are notified/learn about online Mentor Support Group	Mentors are supported in openly communicating with mentors from other sites in Mentor Support Group through Google Chat	Mentors receive support and positive, solution-oriented feedback through discussions in Mentor Support Group through Google Chat

What do you want to see in each moment?	Mentors need a way to comfortably and safely share their emotions, experiences, questions, comments, concerns with other mentors to receive and provide positive and solution-oriented feedback.		Mentor Support Group is optional and will not include any FFK staff, including Program Leads.		The designated Mentor Coach and fellow mentors will need to put their personal feelings, biases, and the names of FFK staff, mentors and children aside when providing positive, solution-oriented feedback.	
Solution Concepts	Weekly email notifications	Guidelines	Guidelines	Weekly discussions	Guidelines	1:1 chat with designated mentor coach
	In-person/on-site referrals to Mentor Support Group		1:1 chat with designated mentor coach			

1.2 Determine which solution concept you want to prototype

Pick one concept to prototype, and for that concept, think through the following questions:

Why do you think this concept will work or improve the moment?

I believe the online Mentor Support Group will improve the moment because 50% of the mentors surveyed voted “Yes” they would like a Mentor Support Group enacted and because of the unique situations or lack of training answers they provided within the survey.

What is your biggest question/unknown about this concept?

Will any of the mentors be interested in participating and providing their personal email to be added to the group?

What things do you want to know about this concept?

I want to know if people will actually utilize this tool and I hope the mentors who do agree to be added, do not get bothered or overwhelmed by the Mentor Support Group.

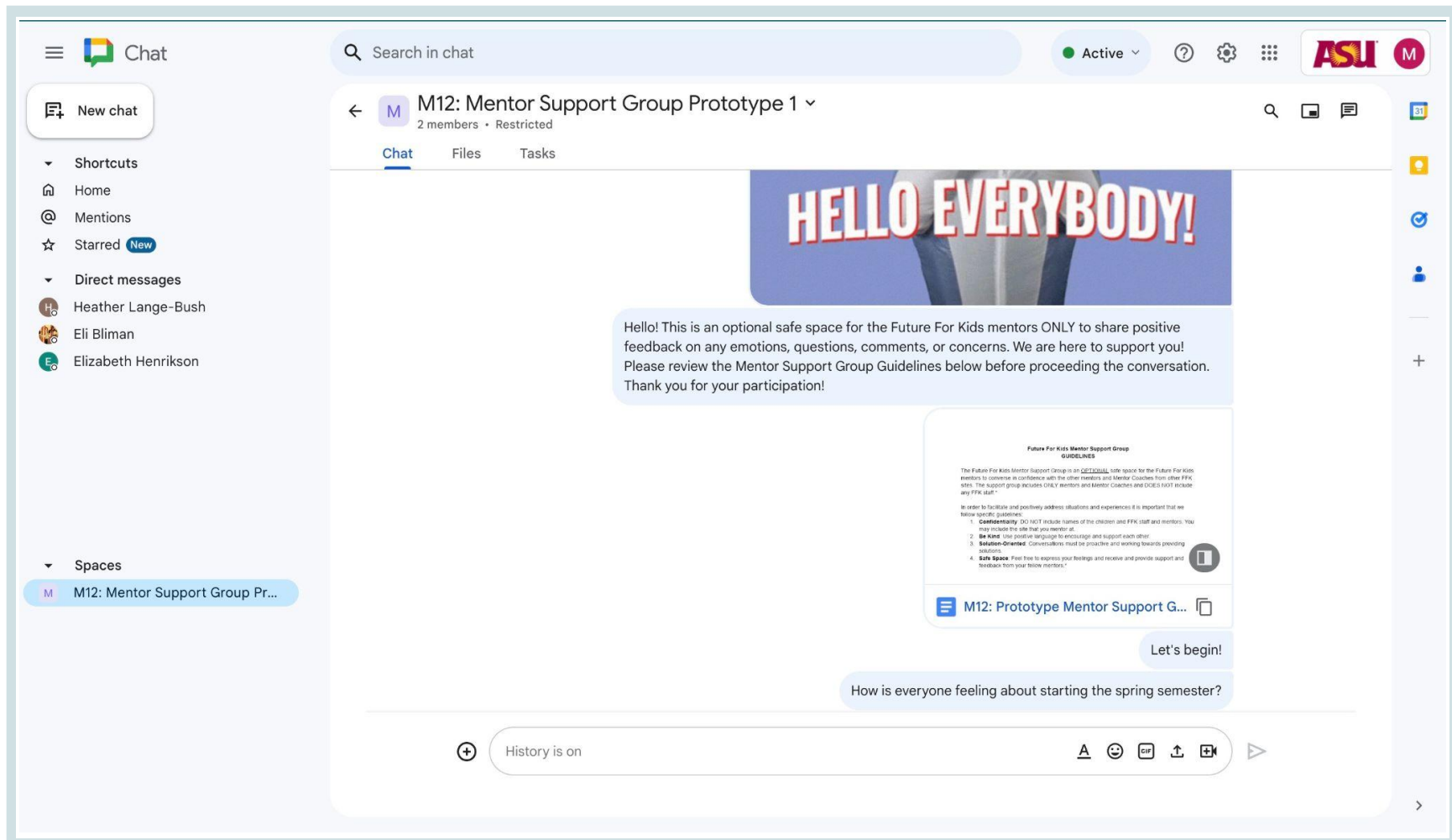
Part 2: Build Your Prototype

Now that you know the concept you want to test, it's time to create the Prototype. **Review this document about [Prototyping Report Card](#) (directions and example).** We used these ideas from IDEO to structure the steps below.

Prototype Name: M12: Mentor Support Group Prototype 1

What is it?: An online safe space, using Google Chats, where mentors from all Future For Kids sites can positively address emotions, questions, comments, concerns by sharing openly with each other. The Mentor Support Group allows mentors to collaborate and provide feedback to each other to find solutions in order to provide exceptional mentorship to the kiddos.

Please share a picture, a link to a video, a link to a file, or an image below so we can 'see' your prototype and see what you will be sharing with others as you 'test' your prototype



Explain how you will use/test this prototype

What questions are you hoping to answer by testing the prototype?

Will the Mentor Support Group be accessible to all the mentors using the medium Google Chat?

Will the mentors like using Google Chat for the Mentor Support Group?

How will you test it?

I will recreate the prototype 1 group using a non-ASU email to add Tiffany Wilkinson, Professor Heather Lange-Bush, and if I am allowed, add a mentor and maybe a couple of my close friends/family who know about the details of the project that I am working on to the group on Google Chat, so they can provide me with some constructive criticism.

Communicating your Ideas and Getting Input

As part of determining what to test and building a prototype, make sure to meet with your supervisor and possibly your team to get input on your ideas. You can choose your meeting time. If you meet early in the week, they can help with Part 1, if you meet later in the week, they can help with Part 2. Keep in mind your team needs to be a part of the process for this to be successful.

Note: Communicating over email

When you met to gather feedback: January 8, 2024

Who was present for the meeting: Tiffany Wilkinson

The input you gathered and how those ideas impacted your prototype design and plans for testing it:

She was thoroughly going to examine the first prototype and come back with more feedback. She was cooperating with me to figure out the Google Chat as a possible medium for the prototype if it is successful.