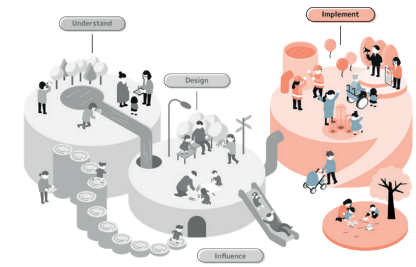


-  **Format**
template
-  **Group size**
small (core team)
-  **Time**
2-3 hours
-  **Facilitation experience**
moderate



Prototyping

What is it? This is an inspiration tool that aims to direct you to some prototyping and testing approaches that may be useful when designing with children, caregivers and pregnant women. Prototyping is a way of learning-by-doing. It helps you to explore possible interactions and relationships between people, environment, activities/processes, departments.

How to use it? Start by **reflecting** on what you want to learn through prototyping (questions 1-5 on the right). Then, read through the **fidelity spectrum** (question 6). Identify where your prototyping activity sits in the line - from low fidelity ("quick-and-cheap") to high fidelity (robust) prototype. All approaches to prototyping have their strengths and weaknesses. Read the ones outlined in the spectrum, and then reflect on your own ideas.

Keep in mind: The main goal of prototyping is learning about something, not selling your idea. You can use prototyping in different stages of your project's lifecycle. Identify the aim behind your activities from the start.

* The fidelity (quick/robust) spectrum is originally developed by KA Mckercher of Beyond Sticky Notes.

1 What are you prototyping?
• a service, product, spatial design, policy, programme

2 Why are you prototyping? What are you trying to learn and achieve? How will it improve the health, protection, stimulation and support of your target stakeholders?



3 Who are you prototyping with?



4 When are you prototyping? How is prototyping connected to your project lifecycle? How is it connected to everyday life of participants (e.g. school calendar)?

5 Where will the learnings from your prototype have the highest impact?



6 Fidelity spectrum: How could you prototype?

- **low fidelity** (quick)
 - **Using low-cost materials:** paper, cardboard, rough sketches, movement
 - **WHY:** to uncover values, preferences, possible uses, design principles, to generate ideas and questions for more testing, to communicate ideas to partners
 - **Weaknesses:** difficult to imagine the end-result, limited ability to show complex ideas, can be seen as too abstract/silly, does not show real-world conditions accurately
 - paper and card prototype of a new app for caregivers, illustrating the main features that can be rearranged or re-drawn with participants
 - cardboard prototype of the furniture for a nursery courtyard

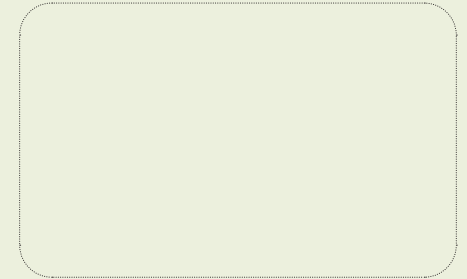
medium fidelity

- **Medium quality materials:** digital prototypes, wood, performance, paint
- **WHY:** to refine what works in a specific context, to add detail and higher-quality material, to test viability and feasibility, to test real-world experience
- **Weaknesses:** difficult to test operation and maintenance, excitement with the prototype can create positive bias and generate false results, limited ability to address complex societal challenges
- **Potential outputs:** Failure Report (what is not working), Findings Summary
 - digital prototype of an app that connects children with the monitoring and maintenance of their nursery garden
 - home-to-school journey map for toddlers on bicycles, using cardboard prototypes for signage and chalk for marking routes

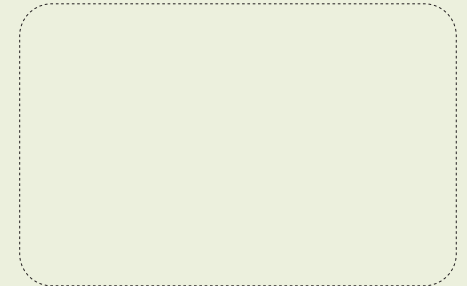
high fidelity (robust)

- **High quality materials:** wood, steel, digital prototypes, film, podcast
- **WHY:** to prepare for implementation, to address new challenges, to finalise ideas
- **Weaknesses:** may require specialist expertise, time and money for production
- **Potential outputs:** Business Case, Investment Pitch, Campaign, Exhibition
 - a film made with participants as actors, showing a child and family-friendly future of their neighbourhood
 - sturdy prototypes of urban furniture, signage and other features as a prototype of a public space for babies

low fidelity (quick) prototype ideas



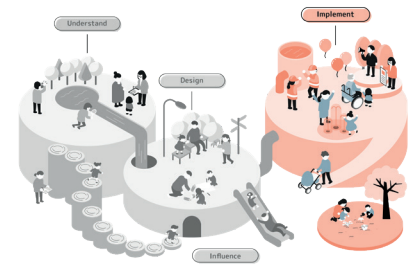
medium fidelity prototype ideas



high fidelity (robust) prototype ideas



-  **Format**
template
-  **Group size**
small (core team)
-  **Time**
2-3 hours
-  **Facilitation experience**
moderate



Prototyping

#example

Some of the prototypes implemented by the Proximity of Care partners are presented on the *fidelity spectrum* below.



Learning about the urban furniture for babies through cardboard prototypes by **E+1**



Building a cardboard bench and an interactive panel with deaf children by **Espacio Ludico**



Marking games for learning on a sidewalk by **Ciudad Emergente**



Wooden furniture prototypes by **E+1**



Painting murals and marking different floor areas by **E+1**



Learning about street furniture maintenance by **Ciudad Emergente**



Breastfeeding kit service prototype by **E+1**



Learning about senses through wooden furniture by **Espacio Ludico**