

Aalto Ventures Program

Simo Lahdenne

AVP Teacher

Mechanical Engineer

Creativity

Longboarding

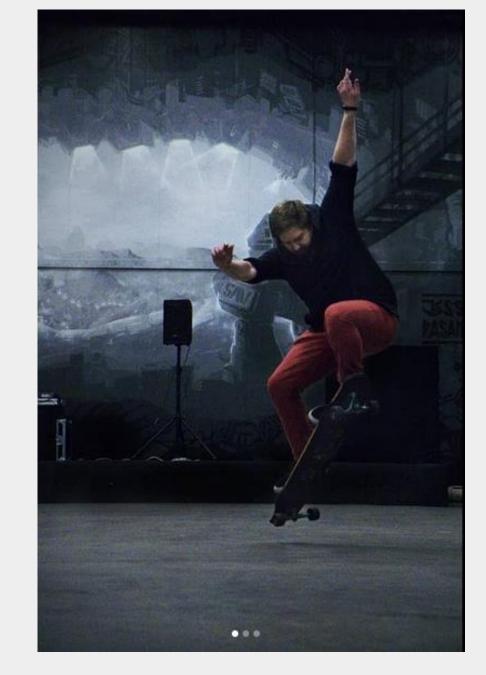
Ukulele

Projects:

Sauna design

Future of travel

. . .





Product=

- Physical product
- Digital product
- Service
- Nonprofit operation
- Project
- Process





During this workshop

Each team should ask the minimum of 3 questions from the teaching team

It might get just bit further than you think





Wallet Exercise

Pair up

Build a Prototype of a Wallet for your partner

You may ask 5 questions from your partner

Use materials found here

15 minutes

You may **not** work with someone in your team











Aalto Ventures Program

Reasons to prototype

- oldea generation

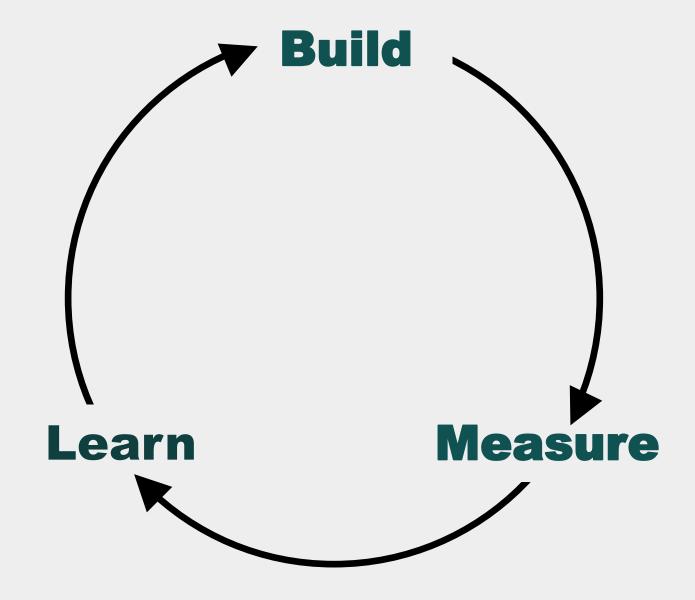
 Build to think
- **Communication**
- Manufacturing
- Testing purposes
- Need finding
- Milestone
- **Weaknesses**

- Prototype is a tool to figuring something out
- Reduce risk
- Quick & Dirty



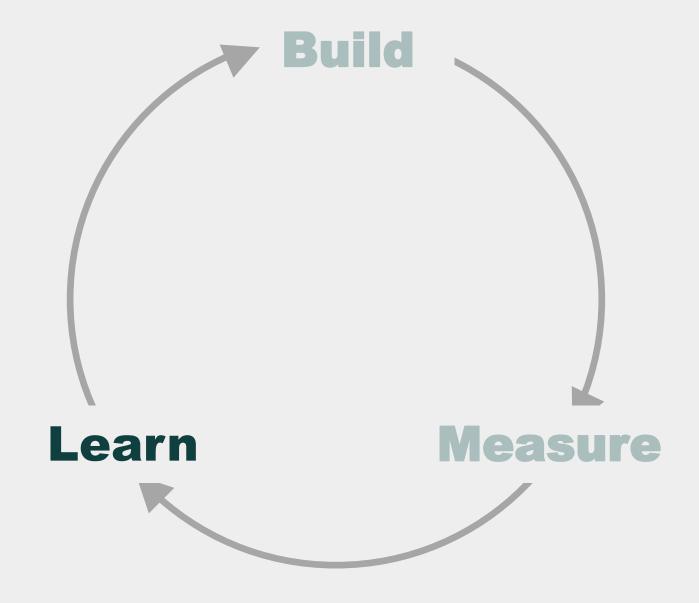


Scientific Method and Lean Startup





Scientific Method and Lean Startup





Testing

- Opinion → Estimation → Fact
- Proto vs. Final product
- Getting user knowledge
- Principles of interviewing and observation
 - Don't lead your test subjects!
 - Moderated vs. Unmoderated

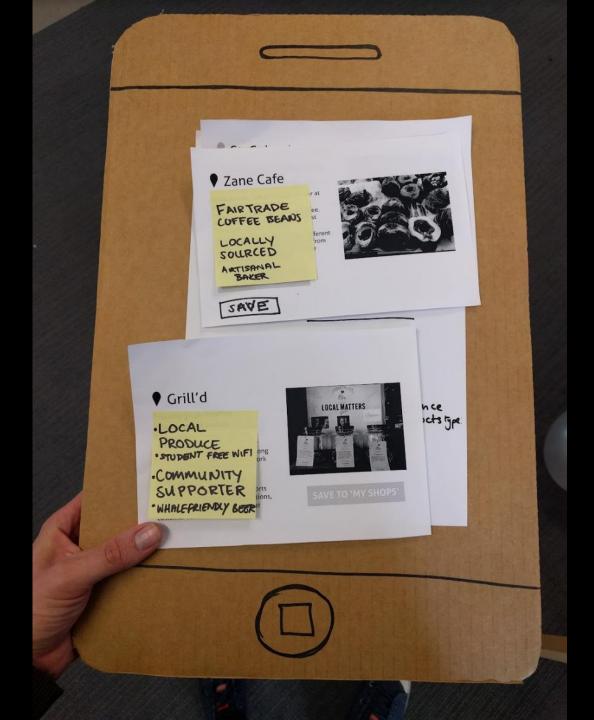
"What do we want to learn?"



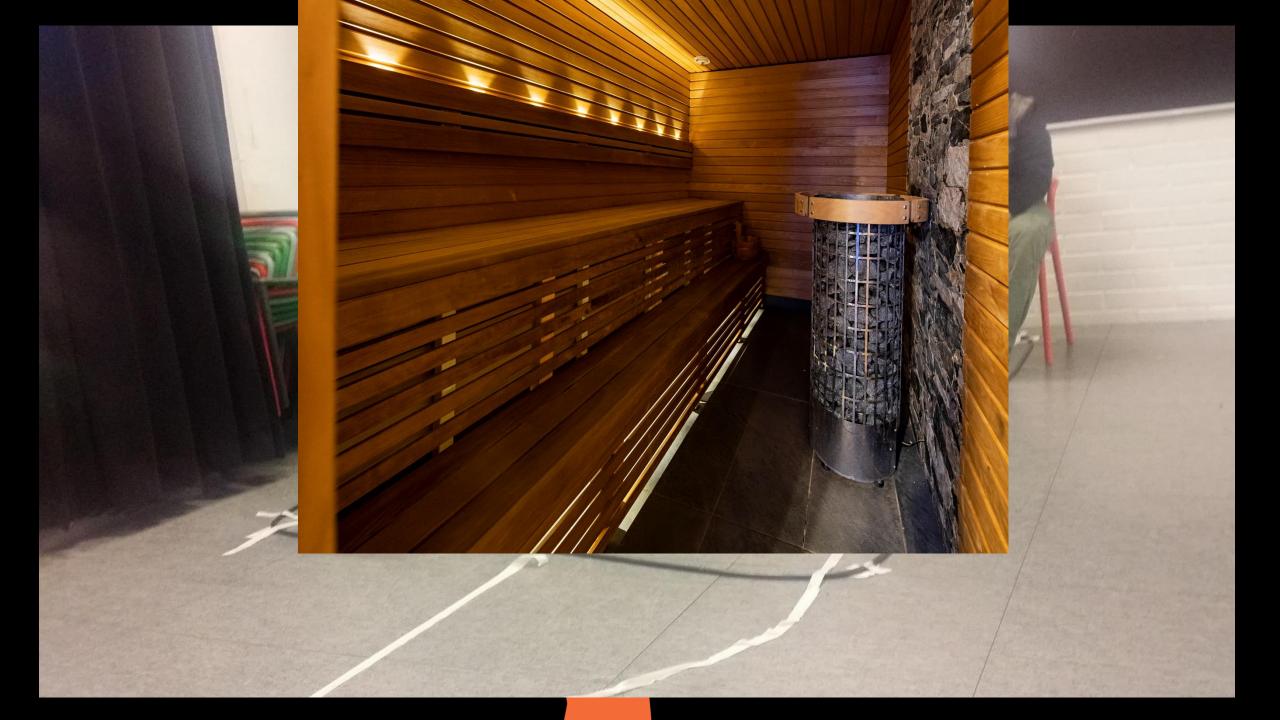


Different types of prototypes











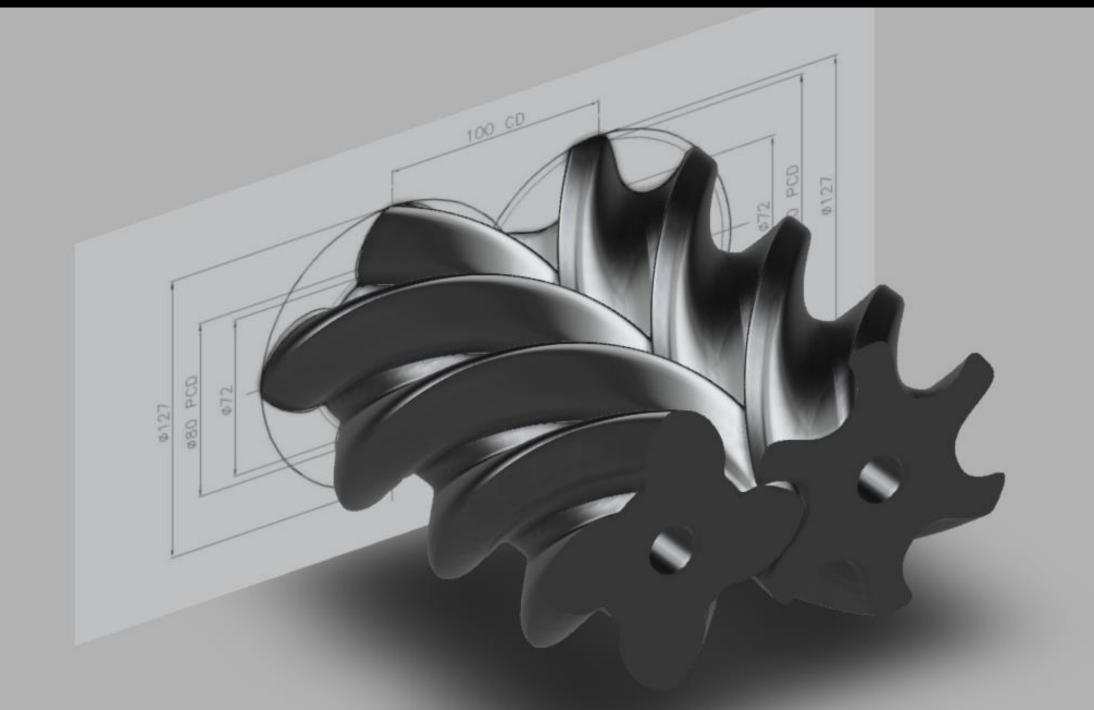
Make an impact with video.

Create high-performing videos, collaborate with your team, and share anywhere.

See plans

Join for free





Prototypes

Cardboard

Paper

Mockup

Scale model

Simulated / staged performance

Fake ad

3d Model

- Thing
- Action
- Process

- Unique situations
- Don't waste resources
 - Time
 - Materials
- Make it good enough





Prototypes

Pick one that suits your purpose!

- Verbal,
- Sketches
- Photos
- Computer renders
- 3D models
- Virtual reality models
- Games
- Storyboards
- Videos
- Physical mockups
- Scaled models
- Simulations
- Mechanical prototypes
- Simulated performances
- Functional prototypes

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Plan your first proto!

- Decide what should be the first thing to test
 - Make or break the product
 - Value to users
 - Biggest assumption
 - Easiest to proto
 - Opinion, Estimate, Fact?
- Using these material available for you right now
- Understand better:
 - Problem
 - Need
 - Customer





BREAK

Let's get some fresh air and move our feet.

I like dancing.





- Do not make it too pretty!
- Rapid iterations by testing
- Failures now vs later
- Ask questions

You will have 45 minutes to build your first proto







Show us your protos!

Please tell us more about it!



Practicalities

- Book your slot for final individual exam
- Office hours this Thursday 1300-1400, AVP Space
- Prototyping plan 23rd Sep
- Update sprint 1 and sprint 2 process checklist - 26th Sep
- Interview schedule and data collection plan – 28th Sep
- Interview findings (1st round) 4th Oct
- Individual:
 - Reflection video 1 23rd Sep
 - Well-being reflection 2 23rd Sep



