



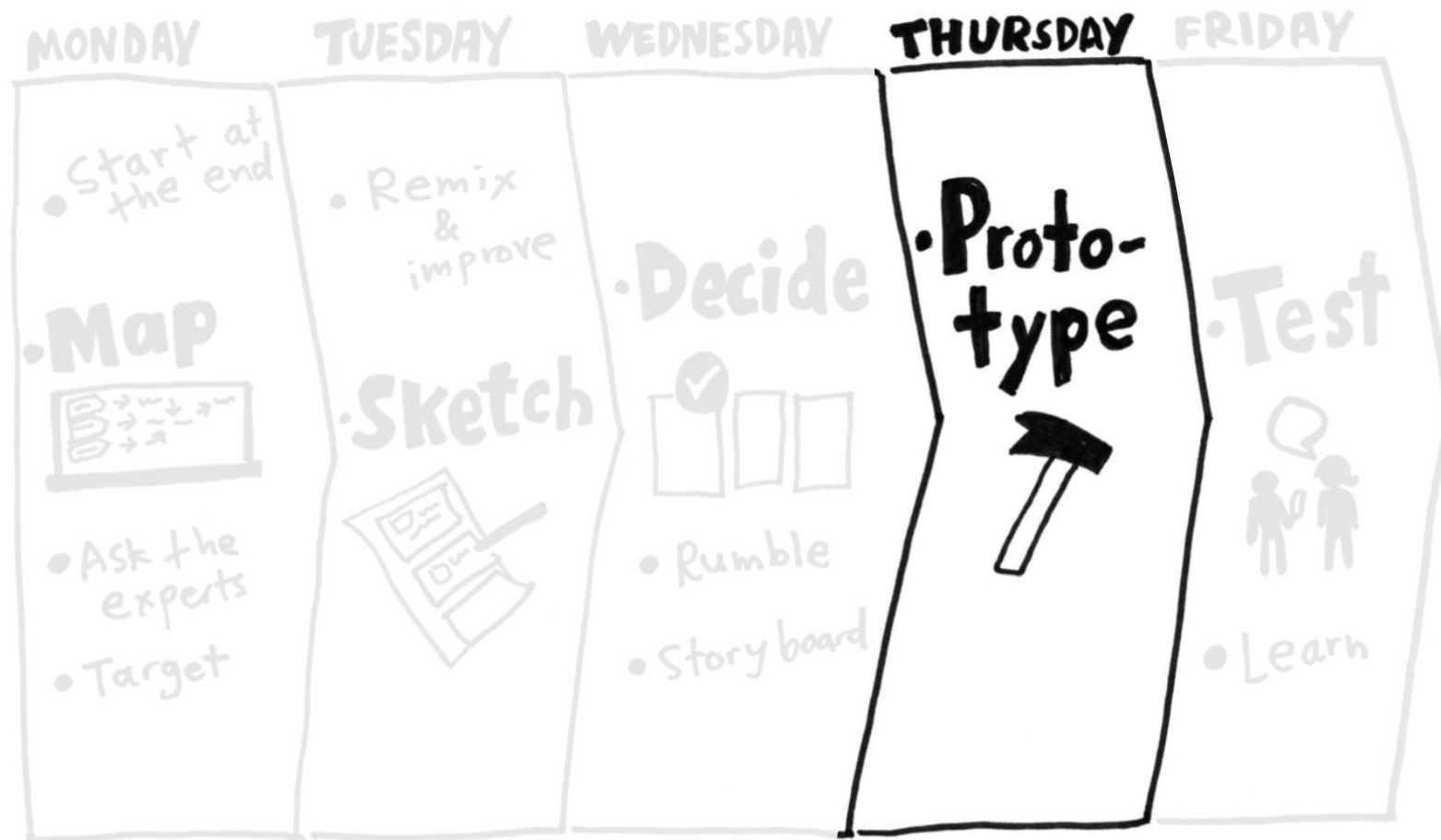
Aalto University  
School of Arts, Design  
and Architecture

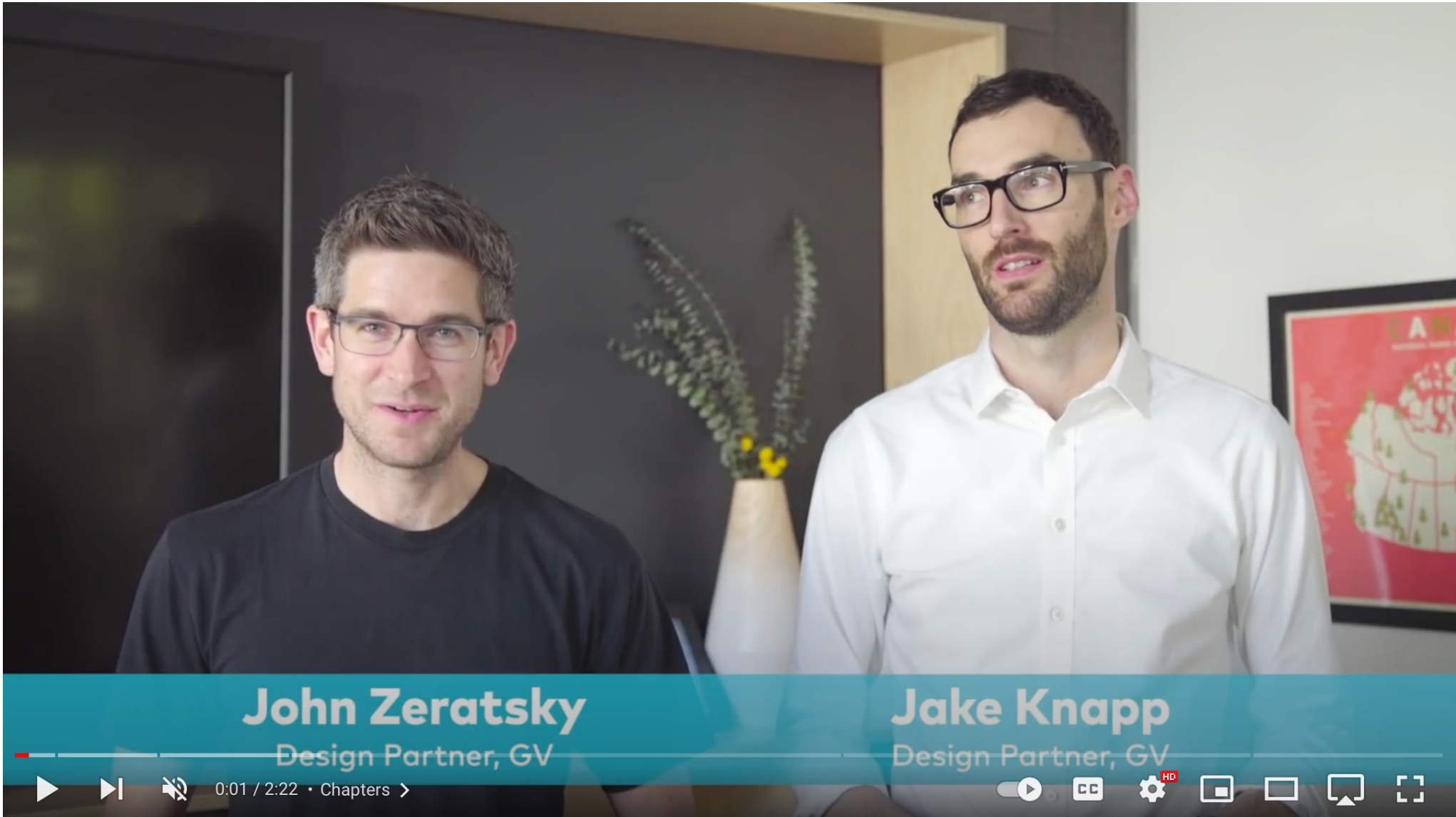
# Google Design Sprint

## Thursday (“Prototype”)

MUO-E3055 Interaction Design (IxD)  
Antti Salovaara, Andrés Lucero

# Thursday





<https://www.youtube.com/watch?v=IGcwFV76t7o>

# Prototype mindset

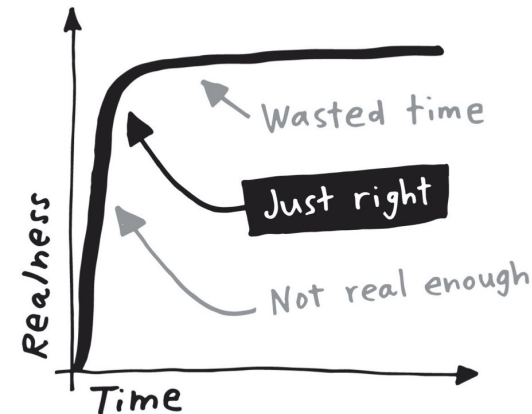
Fake it! Create an illusion.

Your prototype does not really need to work without human assistance.

Principles:

1. You Can Prototype Anything
2. Prototypes Are Disposable
3. Build Just Enough to Learn, but Not More
4. The Prototype Must Appear Real

Goldilocks quality



Example:

**Question:**

How will hotel guests react to a robot with personality?

**Format:**

Physical robot with iPad touch screen.

**Tools:**

Keynote, sound effects library, iPad, robot, remote control, hotel room, acting.

## Role division:

Maker

Asset collector

Writer

Stitcher

Interviewer

## Pick the right tools

If you're not sure how to build your prototype, start here:

- If it's on a **screen** (website, app, software, etc.)—use **Keynote**, **PowerPoint**, or a website-building tool like **Squarespace**.
  - If it's on **paper** (report, brochure, flyer, etc.)—use **Keynote**, **PowerPoint**, or word processing software like **Microsoft Word**.
  - If it's a **service** (customer support, client service, medical care, etc.)—write a **script** and use your sprint team as **actors**.
  - If it's a physical space (store, office lobby, etc.)—modify an **existing space**.
  - If it's an **object** (physical product, machinery, etc.)—modify an **existing object**, **3D print a prototype**, or **prototype the marketing** using Keynote or PowerPoint and photos or renderings of the object.
- 
- Figma

# Day's contents

## Morning:

- Pick the right tools
- Divide the roles
- Prototype!

## Afternoon:

- Prototype!
- Stitch it together (~2 PM)
- Do a trial run (~3 PM)
- Finish up the prototype

## All day:

- Write interview script
- Remind customers to show up on Friday