Decide what needs to be prototyped? Shape, colour, mechanism?
Investigate options. How will you do it? Is there a budget? Resources?
Prototypes are inexpensive experiemental versions. Scaled down.
Share and test with the team. Understand the limitations. Any issues?
Show to user. Observe the user behaviour with new service or product.
Obtain quality feedback from user. Reflect, refine thinking, reiterate.
4
EXPAND
prototype & build