Workshop Activity 1.
Building a Prototype

Now it's time to get stuck in and create a physical representation of your idea. Prototyping is a great way to test out your concepts. You may want to make a model of your whole idea, or instead concentrate your prototype on one particular section, or function of the idea.

Explore all the materials on offer and get making. Your model doesn't need to be a masterpiece, creating a prototype is all about failing cheaply. So before you have invested thousands into creating the real thing, it's great to test your ideas and make sure that when it comes to making the real thing you have fully explored the idea in its physical form.

Prototyping is great for working out scale, ergonomics and seeing how people interact with the design. But prototyping isn't just for 3D products. If your idea is an app then you can sketch out the screenshots for the app, and think about how the user will interact with the app at each stage. If your idea is a service, then think about the customer journey, and how you can make their interaction with your concept as user friendly as possible.

This is an opportunity to try things out, and make any amendments needed to the design. So take a look at the materials available and get making.

Once complete test your models and make any necessary adjustments.

Here is what you need to do for this activity:

1. Decide if you want to create a prototype of your whole product or just an aspect of it.

2. Dig through your recycling bin and find materials to use. You will be amazed at what your rubbish can be turned into.

3. Build your model.

4. Once you have developed your model, test it and evaluate it, and make any changes needed.