

SEPTEMBER BOOTCAMP DAY 1: PROTOTYPING

Introduction

At the end of the summer discovery, participants will have scoped down their problem statements and are ready to prototype solutions to address their user needs. This working bootcamp will serve as a transition from discovery and define to the develop phase.

Who should attend?

All participants who are involved in the Design Odyssey social projects and newcomers who are interested to join existing groups.

Benefits

- a. To understand the process of bringing a concept from idea to prototype
- b. Planning out a roadmap to structure progress for the rest of the year

Learning Objectives

- a. How to translate their user needs into functions
- b. Filtering down ideas and selecting a final concept
- c. Understand the essence of prototyping
- d. Managing project and resources

Course Outline

- a. Prototyping Workshop
- b. Progress Update and Choosing of Team
- c. Translating Needs to functions
- d. Idea Generation with Morph matrix
- e. Idea Selection with Pugh Chart
- f. Prototyping and Feedback Framework
- g. Plan a Roadmap