Inno-EUt+
Dirty Prototyping

with Toms Murnieks

Main goals for today:
Prototyping
First feedback

We will:

Learn prototyping
why and how to

Pitch
your ideas to RTU DF staff and guests

Prototype
your solution

have 5 min break

Present results

We will be using:

Physical tools of prototyping

and materials found in our workshop

No Google slides, PPT etc.

show and tell

Attitude for today:

Be open-minded

Feel free to ask questions

Be creative

Enjoy teamwork

Prototyping

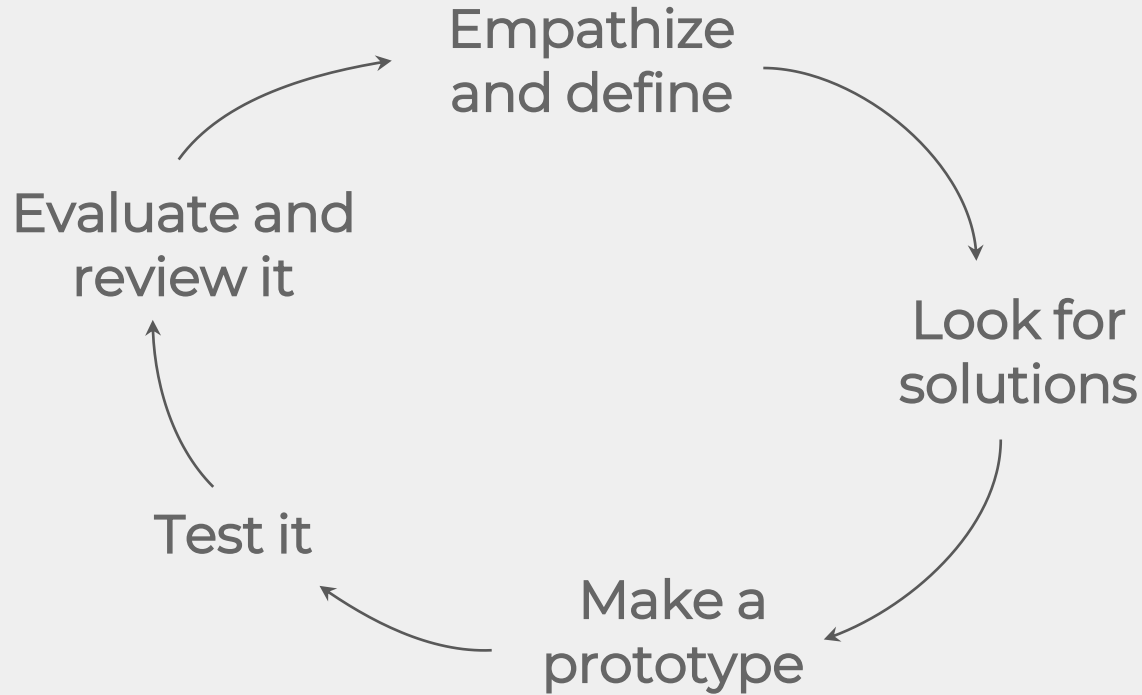## Why should I?

The What

The prefix prot-, or proto-, comes from Greek and has the basic meaning "first in time" or "first formed." **A prototype is** someone or **something that serves as a model or inspiration for those that come later.**

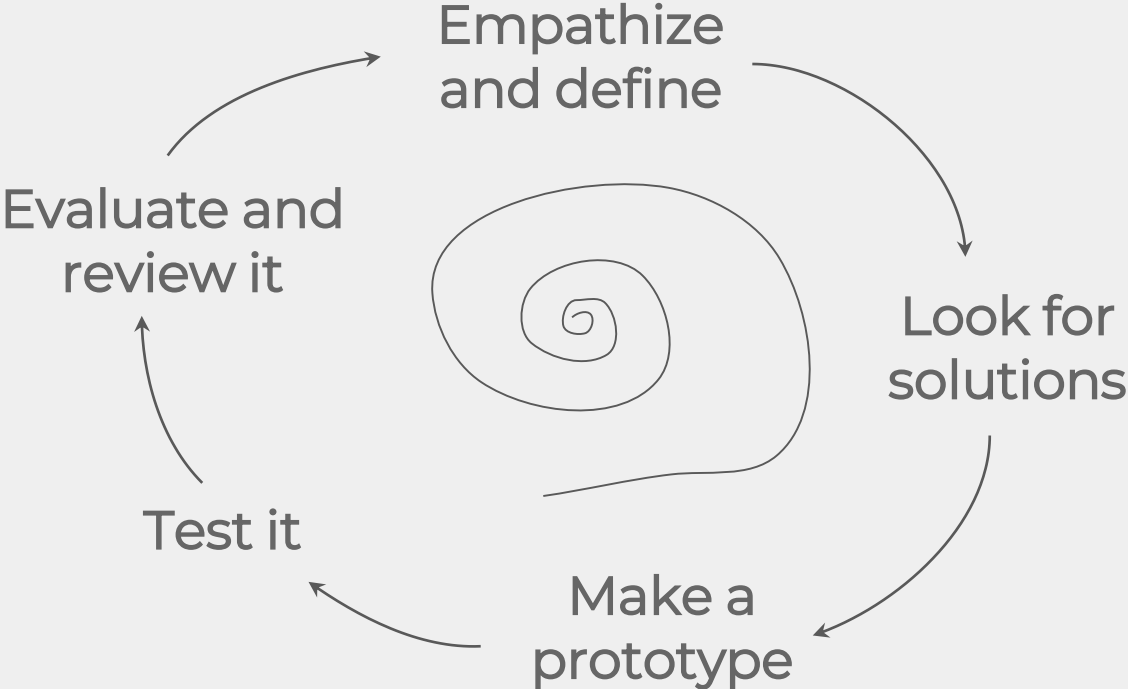/"Prototype.", Merriam-Webster Dictionary/

Prototyping is an integral part of **Design Thinking** and User Experience design in general because it **allows us to test our ideas quickly and improve on them** in an equally timely fashion.

/Interaction Design Foundation/

Development cycles

Empathize and define

Look for solutions

Make a prototype

Test it

Evaluate and review it

Development cycles

Empathize and define

Look for solutions
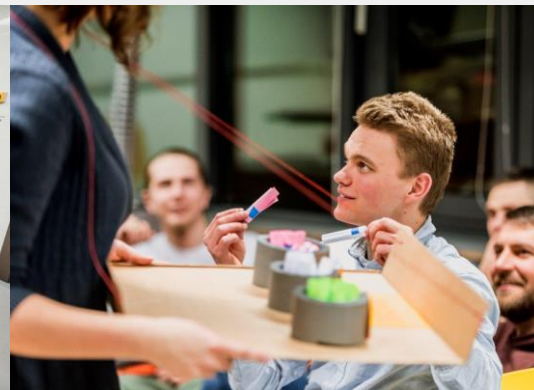
Make a prototype

Test it

Evaluate and review it

Why protoype?

Get the ideas out of your head: make them visible (& physical)

Align in your team: clarify, take decisons, make ideas specific

Get a feel of what your product/service is like & engage with users!

Fail fast and cheap

Succeed sooner

Valuable way
to test function

"RONIS"
COLLABORATION WITH
RTU ETF INSTITUTE OF RADIOELECTRONICS

Example from the work of
RTU Science and Innovation Centre

Toms Murnieks | 2022

Example
from our work

"RONIS"

COLLABORATION WITH

RTU ETF INSTITUTE OF RADIOELECTRONICS

Project No. 16-00-F01101-000001

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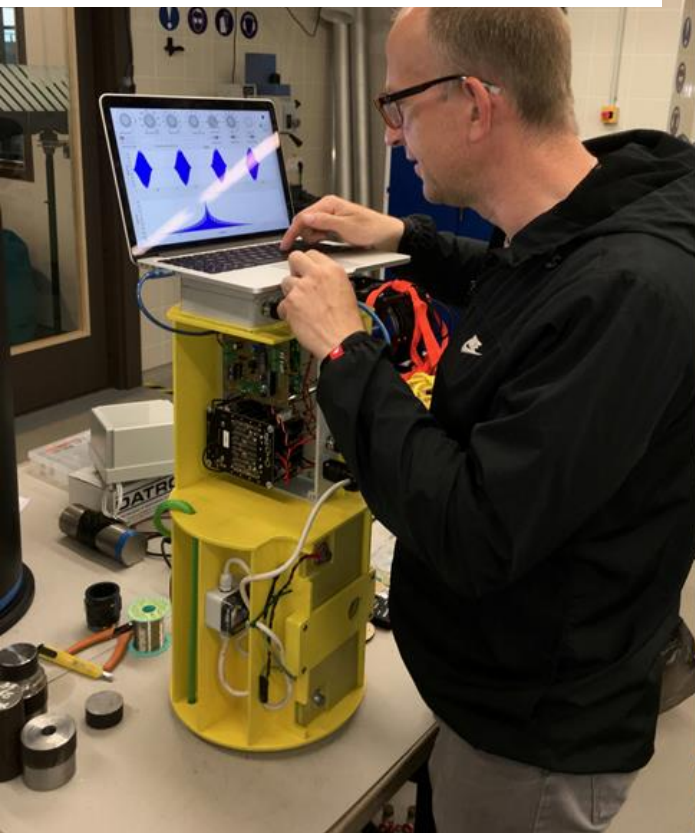Example from the work of
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Either way
should begin like this

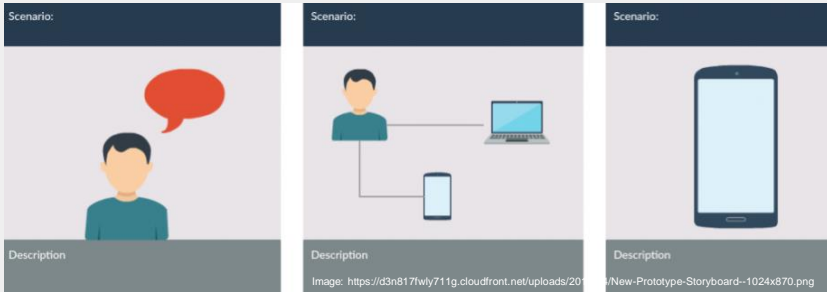Toms Murnieks | 2022

Client

Prototyping

The How to

You can prototype:

Product

Service

Process

Prototyping

There might be different purposes for a prototype.

You can use it to determine:

Ergonomics

Size and shape

Mechanics

Use of materials

Functionalities

Detail

Aesthetics

Usability

Compatibility
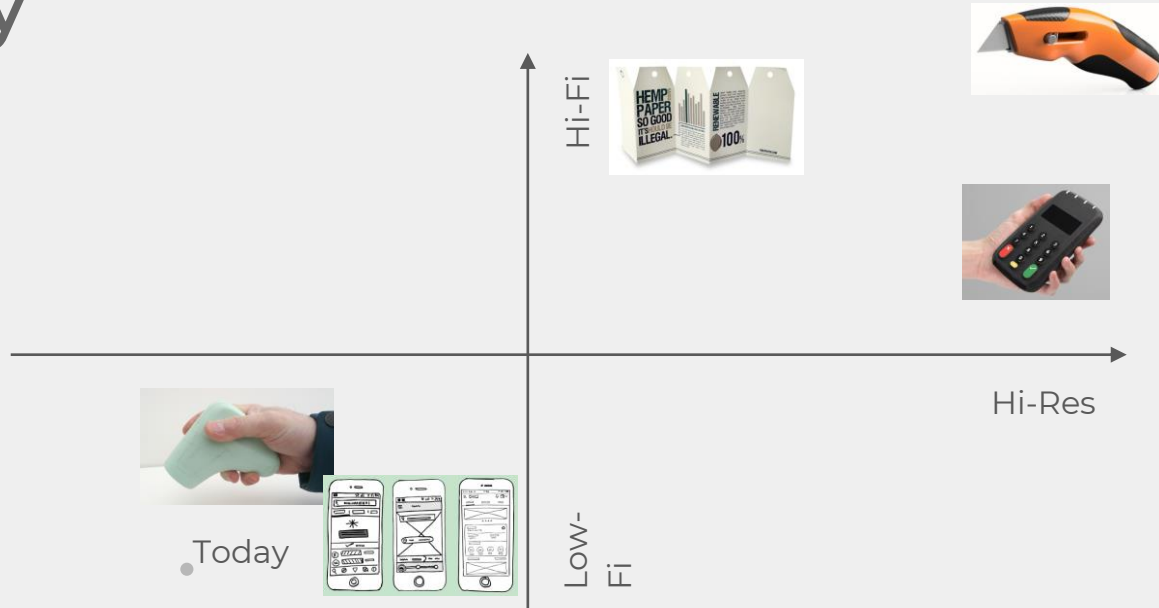
etc.

The features of a prototype:

Resolution

How detailed is the solution.

Fidelity

How close the prototype is to a real product. How it conveys the look-and-feel of the final product.

Resolution / fidelity

Hi-Fi

Hi-Res

Low-Fi

Today

Materials
for early stage dirty prototyping

The process

looks something like this

The process

looks something like this

Example from the work of RTU Science and Innovation Centre

Examples

from other events

And now

let's pitch

In 1 min answer these questions:
- The problem you are solving
- Your idea of how to solve it

Prototyping session
Goal:

- Work on your solution
- Try to make it physical

- Prepare to present in 1 minute answering the following questions:

  1. What is the problem?
  2. What is your solution?

  Only this time **use your prototype** to make us **experience and understand** your solution

Prototyping time!

Wrap it up in
1.5 h

How did it go?

Do 1 min short presentation answering the following questions:

1. What is the problem?
2. What is your solution?

Thank you all for joining today!

Keep creating!