

Funtivity



Prototyping **5 Minutes** (total time)

Participants examine what a prototype is and how to make one.

Materials required: Video about [prototyping](#)

Screen or monitor to show the video

Slide 13 from Sessions 2, Product Design and Prototype

Details:

- Ask participants to watch this video about [prototyping](#).
- The video can inspire in participants the idea of creating a physical mockup, which is a good preamble to a wireframe and digital mockup.
- For the purposes of this product, the prototype is not a 3D object, but rather a mockup of an app. Therefore the prototype has two phases: sketching using an information architecture (flowchart) and the actual mockup in a slideshow document.
- If time allows, participants can build a 3D app mockup.