Prototype to test

In addition to helping you fine-tune your idea, the prototype will be your way of presenting your concept to your users and collecting their critical opinions.

Your idea will have many testable aspects. So be clear about what you need to learn from the prototype and the aspects or components that will give you the answers you need. Start with low resolution prototyping. Create simple prototypes not only to save time, but also to focus tests on the most critical aspects. At this point, you should be asking yourself lots of questions about how your idea works. It's the best way to start answering them.

HOW?

1 Start building.
Even if you aren't sure what you're doing, the act of picking up some materials will be enough to get you going

2 Build with the user in mind.
What do you hope to test with the user? What sorts of behaviour do you expect? Answering these questions will help focus your prototyping and help you receive meaningful feedback in the testing phase.

3. Focus your efforts on the things that make your concept stand out.
The prototype should reflect strong messages to be easily understandable by users who are unfamiliar with your concept. The rest of the prototype should be as basic as possible.

4 List the points to test.
You will be able to understand the feelings of the users with regard to these points and challenge your thinking on these.