

PHASE 2
DESIGN &
TEST

Five Artifacts Activity

Effort ●●●●●

Objective

To develop a set of possible prototypes based on an assessment of the materials accessible in the surroundings.



Time needed

5–6 hours



Participants

Design and research team, partners and stakeholders, individuals you are designing for

How to use this tool

A prototype is an incomplete version of a physical or digital product, to be taken into user testing. This exercise uses what already exists within the environment to build something new.

- 1. Define the user persona and the “How might we?” question.** Start by revisiting a specific user persona and the idea. This information forms the foundation for your design activity.
- 2. Imagine five prototypes.** Ask participants to imagine five artifacts or objects that could represent the idea. These artifacts or objects should be diverse in nature, ranging from digital apps to physical devices or service concepts. Encourage participants to be creative and think outside the box.
- 3. Merge artifacts.** Ask participants to merge the artifacts and/or objects and come up a single physical concept of a prototype for their ideas.
- 4. Prototype description.** For each prototype, participants should describe it in detail. What is the core functionality? How does it address the user’s needs? What are the key features? How does the user interact with the prototype? Consider the user experience, interface design, and usability aspects.

PHASE 2: DESIGN & TEST

Five Artifacts Activity

USER PERSONA

HOW MIGHT WE? QUESTION

IDEA

Describe or draw your idea here

5 ARTIFACTS



MERGE

Merge the artifacts and/or object and come up with a single physical concept of a prototype for your idea.

DESCRIPTION

For each prototype, describe it in detail. What is the core functionality? How does it address the user's needs? What are the key features? How does the user interact with the prototype?