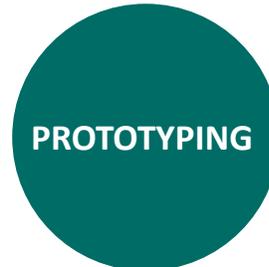


LOW FIDELITY PROTOTYPING

Low Fidelity Prototyping is a simple way to make ideas tangible, to learn through making, and to quickly get key feedback on design concepts.



Estimated Timescale: 1-2 Hours (depending on kinds of ideas being prototyped)

Materials: Cardboard, Pens & Paper, Glue, Physical Artefacts

Who should be involved?

Different partners of mixed skillsets (cultural heritage professionals, designers, technologists etc.)

Why should you use this method?

To allow participants to express specific needs for their museums and to explore creative ideas through the building of quick and easy physical prototypes.

STEP 1

- Form groups of 2- 3 people.
- Provide participants with materials.

STEP 2

- Ask the groups to identify a challenge that the museum faces, e.g. navigation between galleries, physical interaction with exhibits, etc. Based on the challenge, ask them to come up with an idea for a prototype that will address this challenge.
- Encourage the groups to collectively make a physical prototype that demonstrates the idea. The goal here is to make something tangible that conveys the idea - no need to make it perfect, it just needs to be good enough to get the idea across.

STEP 3

- Each group works collaboratively - first discussing different concepts.
- Ask each group to decide on one concept and to build an initial prototype for the concept. Allow a short amount of time for this.

STEP 4

- All of the groups come back together and each of the groups present the low fidelity prototypes to the other groups.
- Allow others to contribute constructive feedback and to ask questions.

WHAT NEXT?

- Test out the low fidelity prototypes in the actual physical museum setting with bodystorming and make observations on how the concept could be extended.
- Allow the possibility of a second round of adaptation so that groups can iterate on their ideas.

Tips for successfully carrying out this method

- Allow only a short time for building the initial prototype so that the groups build something quickly but do not spend too much time on the details.