

Creating test versions, or prototypes, of drawn or built solution ideas is a powerful tool for creating a concrete representation of a solution to test, refine and improve ideas. By building a sketch version of an idea, you can explore how the solution works in practice, identify potential shortcomings and gather feedback.

Which parts of the solution work well in practice and which need further tuning so that we can use it for further development of solutions?

What in the sketch of the solution we drew or built seemed to work well and smoothly already at the drawing or building stage? What could still be tweaked a little?

How could the feedback be used to improve the prototype? Who do we need feedback from, i.e., with whom should we test our solution idea now with our draft version?

What kind of feedback do you need on how well your solution works or what could be improved and from whom, i.e., who is affected by it? How and where could you approach them with a draft of your drawn or constructed solution?

How would it be possible to implement a solution like the draft version in reality?

Could the solution idea be easily put into practice? What would it take? How can we find out? Who should we consult?

How can a sketch version of our drawn or built solution idea evolve into a final product or solution?

What steps do we need to take to move our solution from a draft to an implemented solution?

What should we do next with the drawn or built sketch version of our solution and who should do what? Why?

Who will do what in our group to continue our project by incorporating the lessons learned from drawing or building our draft version? With whom should we now test the solution idea? What should we do next?