

Prototype or draft testing helps you to tune the concrete or visual model of a solution and to understand how well it will work in practice. It allows you to gather feedback, identify weaknesses and refine your design.

How well does your draft, or prototype, solve the core problem we identified earlier for our project?

To what extent does the process, product, service or any part of it we design solve the problem we are solving in our project? What worked particularly well in our draft solution?

Which parts of the draft solution we have drawn or built work well as they are, and which need improvement?

What things were already working well, what things did the tester still seem to be stumbling over, i.e., which parts did not work as smoothly and easily as we had hoped? Where did they not yet work well enough?

How did the testers interact with the drawn or constructed solution? What was expected, what was surprising?

How was the solution used or what was done with it? What did the tester(s) say while testing the solution idea? What direct feedback did they give you on the draft version of your drawn or built solution?

How easy and responsible is our solution?

How easy and smooth did the tester find it to use or work with our solution? Is there anything else to consider about our solution in terms of its environmental and social sustainability?

What should we do next after testing and who should do what? Why?

Who is doing what in our team to keep the project moving forward, so that we incorporate the lessons learned from testing our draft version? What should we do next? Can we already create a finished idea, or do we need a new draft version and more rounds of testing?