



Design Thinking Phase 5 – Prototype

Why? What assumptions do you want to verify?

How might you make it tangible for the user? What type of prototype suits the idea best?

- | | | |
|---------------------------------------|---------------------------------------|---|
| <input type="checkbox"/> Sketch | <input type="checkbox"/> Mock-Up | <input type="checkbox"/> Minimum Viable Product |
| <input type="checkbox"/> Wireframe | <input type="checkbox"/> User Journey | <input type="checkbox"/> Role play |
| <input type="checkbox"/> Other: _____ | | |

Room for your prototype