### Slide 1 Introduction to rapid prototyping



Slide 2 Peer Academy



### Slide 3 Outline for session



# Slide 4 Time versus capability and impact



Explore Design 2017: Rapid Prototyping



Why are we here *today*?

To get a taste for how we can build a culture of *co-design* to solve our wicked problems

Purpose



# Slide 7 Framing



Slide 8 Rapid prototyping



### Slide 9 Prototype



# Slide 10 Tool rapid prototyping



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# Slide 12 Rapid prototyping examples



# Slide 13 Rapid prototyping examples



### Slide 14 Icebreaker





### Slide 16 Yes, and



### Slide 17 What is not working



Slide 18 What is not working



#### Slide 19 Examples



# Slide 20 Idea challenge





Explore Design 2017: Rapid Prototyping			peer academy	
	1 As a group using post-it			
	notes, brainstorm 40 bad ideas			
1 x idea per post-it note, stuck to the table	- Anything is possible!	4 minutes		
Process: Idea Challer	nge (Part 1)			

# Slide 22 Idea challenge part 2

Explore Design 2017: Rapid Prototyping			peer academy	
	As a group using post-it notes, brainstorm			
- $\dot{\phi}$ - 1 x idea per post-it note, stuck to the table	40 good ideas	4 minutes		
SLOCK to the table				
Process: Idea Challen	ge (Part 2)			

# Slide 23 Tool rapid prototyping







### Slide 25 Reflection









### Slide 28 Three month process



### Slide 29 The co-design program



### Slide 30 The co-design program critical friends



### Slide 31 Targets



# Slide 32 Thank you

