

Name _____

Date _____

DESIGN PROCESS STEP 5: TEST

Introduction

Now that you've learned about a Nobel Laureate and the importance of their work in the world, it's time for *you* to take action to create the change in the world you wish to see.

You'll use the design process to complete your design challenge. Use this worksheet as a guide for the fifth stage in the design process: ideate. You may attach additional paper to this worksheet or use a notebook if you need more room for this step.

Step 5 of the Design Process: TEST

You've designed your prototype and are ready to test it out and get feedback—congrats! The most important thing to get out of this step in the design challenge is to *get feedback from others on your prototype*.

1. Focus: what are the most important things I want to learn as I test my prototype?

Refer back to Step 4 in the design process, "Prototype." What are the things you want to learn from testing your prototype? Jot down the three most important questions you want to answer in the testing step here:

1. _____

2. _____

3. _____

2. Conduct your test

You've got your prototype, and you're ready to try it out with others to collect essential feedback that will help you make improvements to your design so that you can create the best possible way to address the issue in this design challenge! Use the space below to write down the questions you want to ask to get feedback, and record the feedback you're given.

Question	Person asked	Feedback received
1.		
2.		
3.		
4.		

3. Use the feedback you received to improve your prototype

Remember, a prototype is not your final design, rather it is a way to get important feedback on how to make your solution better. Based on the feedback you received, what are the top three improvements or changes to your prototype that you want to try next?

1. _____

2. _____

3. _____

Remember:

The design process is not linear (one step then done and onto the next step) but a constant back and forth. Do not take any setbacks as a sign of failure. Failure is only an opportunity to “fail forward.” To “fail forward” means to fail in order to learn and create something even better. The greatest inventors, scientists, and activists in the world have failed countless times before

achieving incredible things.

Look at the diagram below. Go back to any stage in the design process to make changes or even completely start from scratch. It doesn't matter how much you have to redesign or start again from the beginning—what matters is your determination to try and try again until you develop something that helps you product, service, or experience that makes real change in raising awareness for a cause you truly care about changing

You are doing a great job. Keep going!

DESIGN NOTE: create into a visually pleasing and easy to understand graphic: arrows should not only point to the step above, but show that at any point in the design process, you can circle back to another step.

Example: <https://www.itagroup.com/sites/default/files/styles/articles/public/inline-images/DesignThinking.png?itok=s7d5P0tT>

Step 1: Empathize ↶

Step 2: Define the problem ↶

Step 3: Ideate ↶

Step 4: Prototype ↶

Step 5: Test ↶