Prototyping Report Card

Once you've determined what to prototype, the time has come to get out there and start testing.

You identified what you needed to learn about your concepts during that activity, and these questions should be your kick-off point now. Remember that prototypes are meant only to convey an idea not be perfect.

Think small, scrappy, and inexpensive. The aim is to get feedback from the people you're designing for in a quick and rapid way, quickly move through a variety of iterations, and build on what you learn.

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How to Use It

Create a worksheet for each of your prototypes using this template.

The report card has two sections. The top section will help you and your team align on what you want to learn and how you'll do your testing (this may take a bit of time upfront but will set you up for success). The bottom section will be where you document what you learn later.

Now take your prototype out and test it with end users. Put it in their hands, observe how they interact with it, and ask them what they make of it.

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What Next?

Debrief with your team after every round of testing to record what went well, what is not working, and any ideas you have about what might need to change.

Once you've quickly built another prototype do it all over again. When you feel that you've got a good understanding about what is desirable, feasible and viable, move on to the Theory of Change activity to fine tune your model for impact.

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Prototype Name

What is it?

Before Prototyping—Your Learning Plan

**Top 3 learning questions
this prototype is testing:**

Key Metrics for Successs
*Ex. number of people who show up,
qualitative feedback in exit interview*

Testing Method
Ex. live tests, role play, storyboard

Assumptions
What would need to be true in
order for this to work? *Ex. resource
availability, law, or policies*

After Prototyping—Your Report Card

What We Learned
What answers did we find to our learning questions? Did we see the results
we wanted in our key metrics? Did we find out anything about our assumptions?

Iterations
Based on our learnings, what do we need to change? What are we taking
forward from this prototype? What do we need to learn next?

Prototyping Report Card

Prototype Name
What is it?

Parent Meetups

Meetups for parents where they can come together and discuss topics related to adolescent sexual reproductive health, ask questions, share stories, and learn from respected experts in their communities.

Before Prototyping—Your Learning Plan

Top 3 learning questions this prototype is testing:

What might make this event enticing for parents?

Who is respected/trusted enough to deliver SRH info to parents in a way that they listen to?

Does participation in a meetup increase parental support for adolescent SRH services?

Key Metrics for Successs
Ex. number of people who show up, qualitative feedback in exit interview

Qualitative feedback on which events are preferred by parents and why.

# of parents who show up to pop-up event.

Testing Method
Ex. live tests, role play, storyboard

Create flyers advertising different events and ask parents which they would be more likely to attend.

Recruit a community leader and run a pop-up event to gauge participation and reception.

Assumptions
What would need to be true in order for this to work? *Ex. resource availability, law, or policies*

Respected local leaders are willing to convene groups and facilitate SRH discussions.

After Prototyping—Your Report Card

What We Learned
What answers did we find to our learning questions? Did we see the results we wanted in our key metrics? Did we find out anything about our assumptions?

Community leaders may not be needed to run these events, parents are actually excited to have a space to come together and talk about these topics and learn from one another!

Having it in a casual (but quiet) setting that feels more social is appealing (versus something like a formal school meeting)

Although many parents showed up to the event, very few changed their attitudes or opinions on adolescent SRH after just one sessions.

Iterations
Based on our learnings, what do we need to change? What are we taking forward from this prototype? What do we need to learn next?

Taking forward: Parent meet-ups work in principle. Continue to hold them in a casual setting like someone's house or a local cafe.

Changes to make: Have the parents organize their own meetups. Try out a discussion guide they can lead themselves—no facilitator

Need to learn: How many times do parents need to attend sessions before we see changes in attitudes? What should the profile of the `lead/organizer parent be? Any guidelines for recruiting?