Activity type
Prototyping

Innovation phase
Co-creation

Difficulty
4/5

Duration
8h

Location
A meeting room large enough to divide participants into groups and in plena

Materials required
Tables, chairs, projection equipment, post-it, flip chart, markers, model making equipment

Participants
User-innovator
from 10 to 50
Participants must have the skills related to the ideas to be prototyped. All persons involved in the potential future realization of the project: project managers, creative, direct users, sponsors,...

Operational team
A general facilitator, 1 assistant facilitator and 1 note taker

Advantages
The distribution of skills within the teams allows for a constructive and relevant exchange. The creation of mock-ups invites participants to new discussions. The autonomy of the teams allows everyone to organize their time and roles efficiently.

Important points
Long workshop that must be punctuated by free breaks and different moments of exchange. Regularly inform participants of the timing

METHODE   Prototyping

Make it real

Rapid prototyping method, to move from an idea to a concrete project proposal. Through various individual, group and collective exercises, "Action Sheets" are ready to be developed into concrete projects at the end of the day.
This method includes the design of models.

Preparation

—   Select the ideas to be prototyped
—   Prepare a benchmark of similar achievements for each of the selected ideas (see PSO Benchmark method)
—   Invite participants according to their skills and allocate homogeneous working groups, ensuring a good diversity of profiles
—   Prepare tools and materials for the workshop
—   Plan a catering for the duration of the workshop

Proceedings

Welcoming   15 min

Participants are invited to write their profiles and skills on the tool sheet - "Me and my skills", they are photographed by the facilitator and stick the picture on the document. This form allows each participant to receive occasional help from another participant at any time of the day. They are invited to use breakfast.

Presentation   15 min

The facilitator presents the prototyping day
—   Presentation of the context, programme and objectives of the day
—   Presentation of the teams set up beforehand and ideas
—   Presentation of the prototyping methodology and the main principles to be integrated

Salad   20 min

Participants are invited to a first general brainstorming session on all ideas to be prototyped
—   The facilitator chooses the first idea around which the group will brainstorm and asks the first challenge questions: "What does this idea remind you of?", "Who is it for? "How could it be developed? ", " What are the points of attention? "What does this inspire you? »...
—   Each participant quotes aloud his thought and writes it on a post-it note
—   The assistant animator collects the post-it notes and

places them on the appropriate flip chart
- The facilitator repeats the exercise for each idea.
- Each group leaves at the end of the exercise with its inspiring flip chart.

Our idea   2h

Participants are invited to join their working groups, brainstorm in smaller committees and build their first hypotheses of answers on their canvas ("Action Canvas" product sheet in A1 format).
- The facilitator explains the exercise
- The participants introduced themselves in turn.
- The team resumes its inspirational board and begins the discussion around the post-it notes presented in order to gradually select the first ideas.
- Each participant has an Action Canvas sheet (A4 format) and the benchmark document for his idea.
- The team organizes its work and skills as it wishes. Common brainstorming, in individual times of reading and reflection.
- The team, at the end of the time allowed, must have built the first outlines of its project on its Action Canvas (A1)

Speed challenging   30 min

Participants are invited to individually challenge their project intention with other participants.
- Each participant receives the "speed challenging" document
- The call to a friend (10 min): the first pairs are created. The first participant recounts a problem he or she encounters in his or her project. The second participant tries to find a solution. The exercise

repeats itself mutually.
- Demon (10 min): new pairs are created. The first participant briefly describes his project. The second participant indicates a weak point/limit to the project, then proposes a suggestion for improvement. The exercise repeats itself mutually.
- Angel (10 min): new pairs are created. The first participant briefly describes his project. The second participant indicates a strong point to the project, then proposes an enrichment advice. The exercise repeats itself mutually.

Our project   3h

Participants are invited to submit a final version of their project and a representative mock-up.
- Participants share the opinions received during the speed challenging
- The group discusses, and converges on a final proposal.
- The group distributes the actions and tasks to write on the digital template (Action Canvas) the final version of the project and produce the model.

Pich   30 min

Each team is invited to present its project to the others.

Transmission of results

- The supervising team, finalizes the "Canvas Actions" carried out and transmits them to all participants
- Send a satisfaction questionnaire

–   (Option: writing an article on the event).