Prototype Exercise Guide
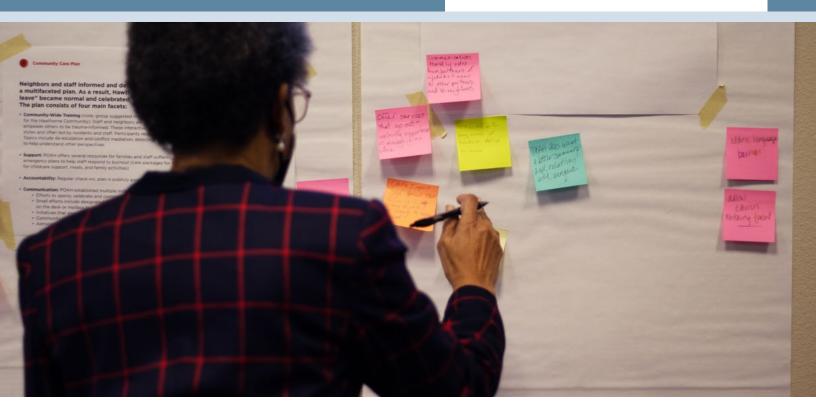
This tool was developed by POAH in partnership with Design Impact as part of a larger effort to make housing more trauma-informed. To learn more about POAH's work and see how this exercise might fit into your own organization's efforts to become more trauma-informed, visit POAH's Trauma-Informed Housing Toolkit at: **traumainformedhousing.poah.org**

Purpose

This activity can be done after brainstorming, when all ideas from the group have been surfaced. The purpose of this activity is to help the group move from a big idea to an actionable next step. At the end of this workshop, participant will identify concrete next steps to test their ideas.

Activity Type

Roaming Small Group Discussion (this activity works best in person, can be adapted for virtual setting).

Materials

- Large Post-it Pads
- Small Post-it Notes
- Dot stickers
- Sharpie markers
- Pens
- Print outs of ideas, including title + description

Fundamentals of Prototyping

• Test to learn

• Make it quick and inexpensive

• Test low-resolution and scaled-down

• Act experimentally and fail fast

Setting Up Your Space

Use large post-it pads to create a "station" for each of your ideas. On each post-it pad write/print:

• The title of your idea

• A brief description of your idea

• The question you are trying to answer through your idea, i.e. "How might we redefine leadership to give residents and staff more control over their day-to-day experience?"

ACTIVITY

Picking Your Idea

Review on your own:

Invite participants to visit each idea station to read over the ideas on their own. Use sticky note to add:

• **Your Assumptions:** What basic questions do we need to answer through our test?

• **Your Prototype Ideas:** What could we do to answer these questions?

Discuss as a group:

As a group, check out all the suggestions for prototype ideas. Use dots or stickers to decide on the most important key questions we have to answer and how you might want to test them. Spend about 15 minutes per station/idea.

• What is/are the most important key questions we have to answer?

• Which test(s) are our favorite?

Pick your top ideas:

Then, vote on the two ideas you'd like to test first.

• Which idea(s) can we realistically test in 4-6 weeks?

• Which ones feel urgent?

ACTIVITY

Designing Your Test

With your group, outline your test. Assign a notetaker!

Use a worksheet or large post-it pad to take notes:

1. **What** are you testing?

2. **Where** are you testing it?

3. **When** will it happen?

4. **How** will you measure it?

5. What do decision-makers **need to know** to invest more resources into this idea?

6. **Who** needs to implement this idea? Who should test the idea?

7. How will you **encourage people to try** your idea?