TSI

Hello

Design thinking course 7th lecture

Happy to see you, before we start, please do the following:

TURN OFF microphone

TURN ON camera

You can then say hi in the chat and answer the question of the day on in the chat:

Share an interesting learning experience you had ?

This lecture is interactive, you can open **menti.com** (on your phone or laptop)

Your input will be required.

One thing I learned since last time:

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sadly i wasn't last time

There are many ways to do prototype

We learned how to make first prototypes in the different ways

Prototypes are for learning.

Prototyping helps a lot with testing your ideas

I like prototyping!

Modelling large items is annoying and too resource intensive

Making prototypes is a real mindbender

The type of prototype depends on the need for the prototype

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One thing I learned since last time:

Mentimeter

Prototype your project or idea

finding out how well something works

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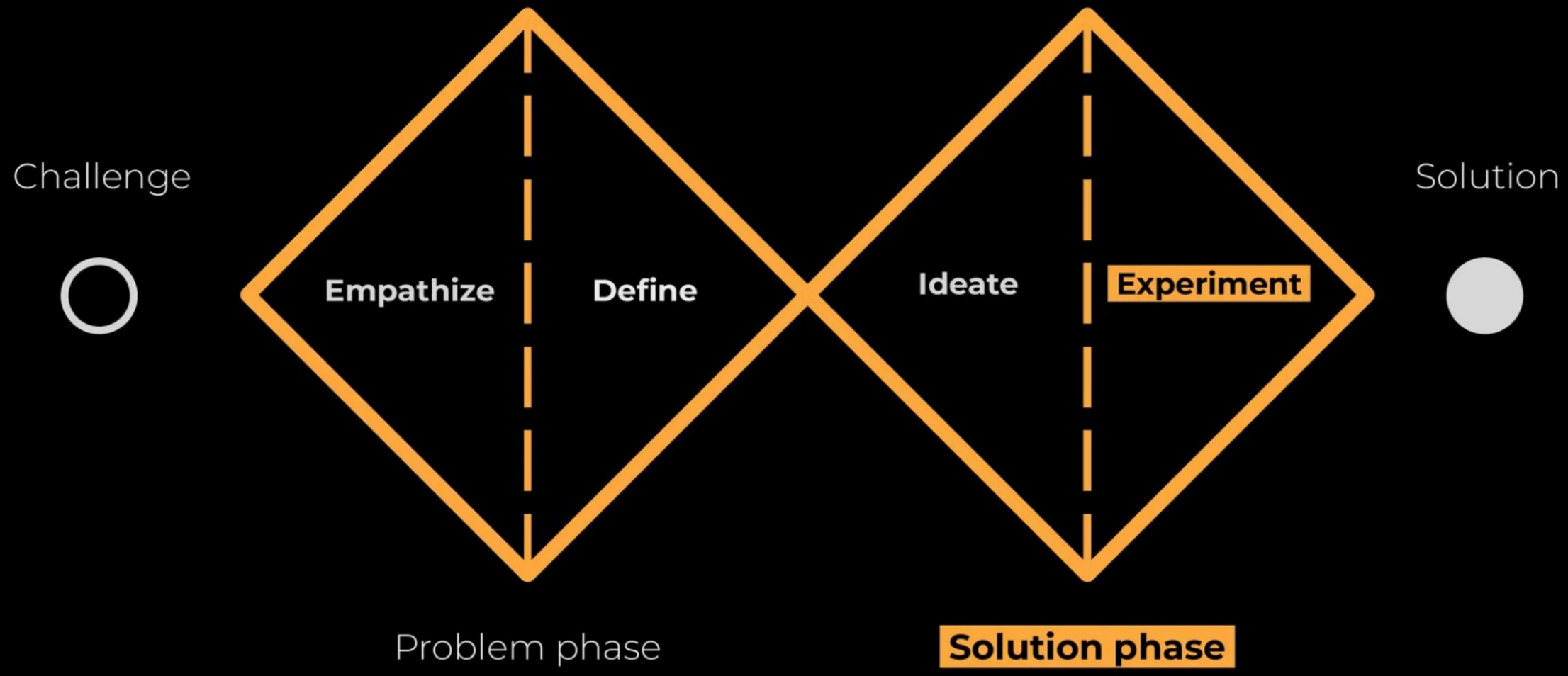
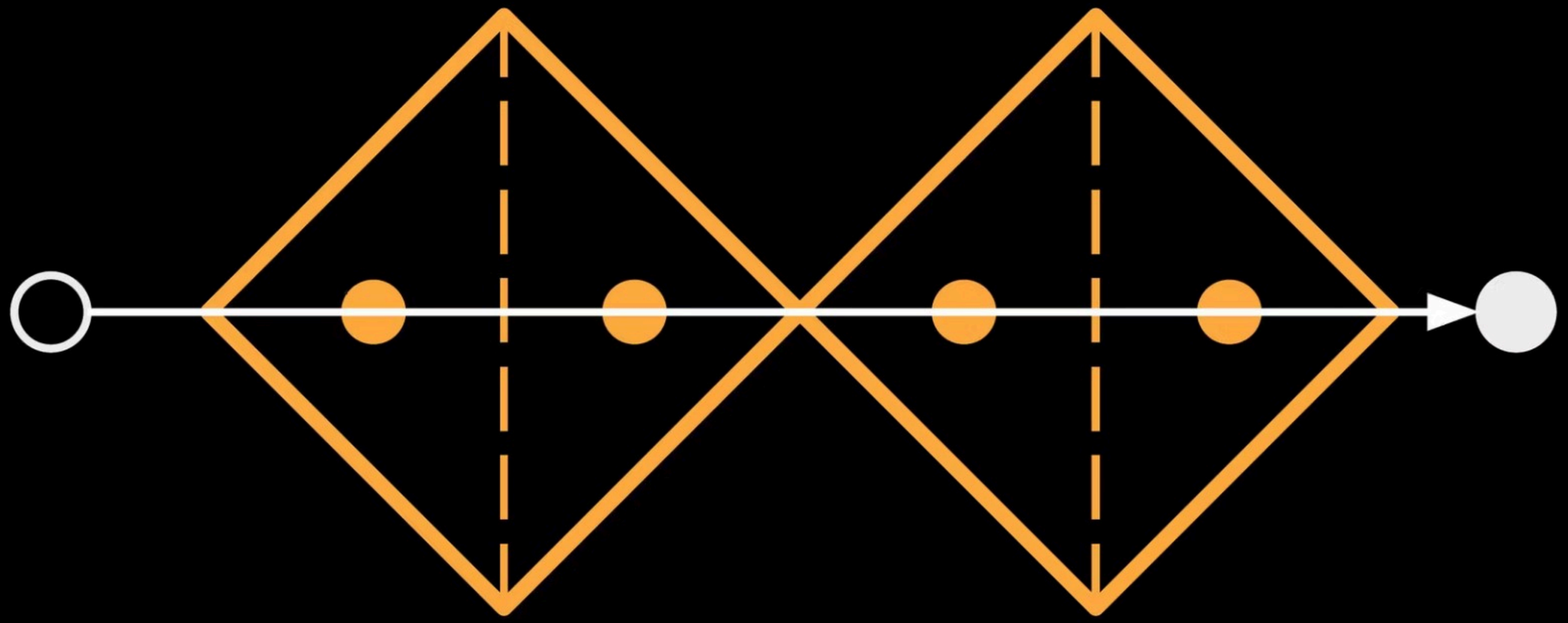
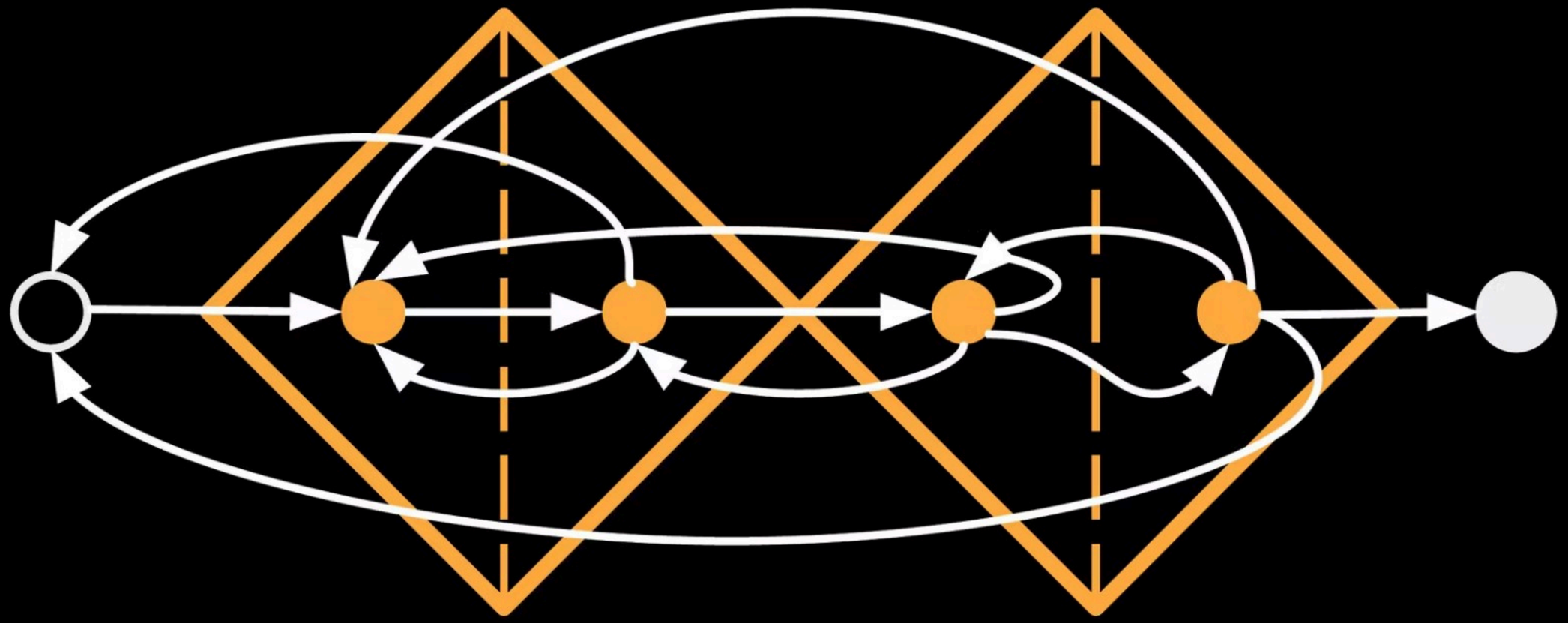

Challenge
Empathize
Define
Ideate
Experiment
Solution
Problem phase
Solution phase





Plan of the day

TEST THEORY

EXEMPLES OF TESTING

ATTITUDE

TOOLS

METRICS (TOGETHER)

BREAK

METRICS (TOGETHER)

WHAT TO TEST (TOGETHER)

PREPARE TEST (TOGETHER)

TEST (EXERCISE)

LAST LECTURE PRESENTATION PLAN

Hi there,

Feel free to ask questions in the chat if you have any, anytime.

What means "testing"

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troubleshooting
checking how it works
identifying of gaps
to try or check something
evaluating
to check whether it
check something
seeing what works
to check its valid or not
sufficient enough
trying out
finding out how well some
checking
seeing what doesnt work
checking productreadiness

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How to test?

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Use someone as a test rabbit for our product

Ask other people opinion

Ask friends for testing the product

thought experiment, usable prototypes, focus groups

By applying some rules which it will going to able to pass or fail

Focus group

It depends.

ask people to participate, use the product, give feedback

people's opinion, the functionality of the product. Use this product

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How to test?

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Smash it with a hammer, heat it up, let someone try it, put it in a machine that will use it

By making a prototypes and gathering impressions of them

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ideation

Key points

Be open minded

Any outcome is a good outcome. Testing is not “only” to validate.

Testing is critical

Assumptions are not enough.

Distance yourself

Try not to show your emotional inolvment in the project.

Collect metrics

How do you measure success, what is important to keep in mind.

Leader & observer

In testing like in interview you need a “leader” and an “observer”

Reflect

What is the reason for the tester comments and suggestions, reflect on the answers and don’t take them for granted.

Hi there,

Feel free to ask questions in the chat if you have any, anytime.

Exemples

Testing

RTU Design Factory
Prototyping and testing as development process

Latvijas banka
Testing through pilots

State chancellery
Testing reaction to ideas

LIAA
Testing through focus groups

Scent camera
Testing with probes.

Hey participant,

Feel free to ask your questions in the chat.

What attitude to adopt?

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TOOLS for testing

Or develop your own?

Probe kit

Fly on the wall

User recording themselves

Fake service

Added layer

Digital data collection

Try it yourself

Extreme user testing

.....

Hey participant,

Feel free to ask your questions in the chat.

Definition

Testing

Creating a tangible model of a product or service for **users to interact with**. And learn from the interaction, the main purpose is to learn before validating.

What is the most important for you in testing ?

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that produces the same results or same action which were expected

That everything goes according to plan

To understand problems and details to improve while it is not too late

To avoid unnecessary mistakes

To get accurate results on concrete questions

plan preparation and accuracy

Finding bug process, improving the product.

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Exercise

Exercise

Metrics

15mn

1. Reflect on your project
2. What metrics can you collect / observe to compare the success.
3. Think outside the box, what unexpected and out of the box metrics could make sense to collect.
4. Collect it in Miro

Exercise

Test preparation

20mn

1. Define what you need/want to learn from the testing
2. How will you test it ? It is all or part of the idea/prototype you will test?
3. What metrics will you collect and how ?
4. How will the test happen, write an 1-2-3-... action plan.

Exercise

Testing

15mn

1. Assign the following roles in the team:
   – Lead tester
   – Observer
   – Visitor
2. The visitor joins the main breakout room and will be assigned a team to join to be tested. The visitor can be assigned a specific profily to play for the testing.
3. Run the test on the “visitor”
4. You will share your key learnings

What new did you learn about your project from testing?

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People can have mild confusion at first

If person see the project for the first time, they can better find minuses and suggest something.

There were interest in the idea, a deeper testing is needed

Even elderly people may be interested and play video games

A problem and idea that we have not thought of or considered ever, and that the whole idea was approved by the visitor

When people don't know what will happen next, they will be more aware of everything they are doing so they will be able to give better feedback

feedback and opinion from someone is needed. (People who don't know anything about the project)

You can forget to put some details on the drawing, but you can say them

Test results showed things where to focus the best.

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Instructions

Last class information

- You will prepare a presentation of your process and learnings. 2 slides per “step” + final result
10mn presentation 5mn Q&A

- You will evaluate your team mates by splitting 100 points between them (you can not allocate any points to yourself), this will be taken into account for grading.

- You will have a little bit of time in the last lecture to put final touches and adapt your presentation based on new information provided.

One thing I learned today.

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Saw other peoples perspective on the idea

it's interesting to make a plan for "testing"

Any outcome is a good outcome for testing

How you can test your prototypes

Test Case, Test Execution, Test results observation.

why testing with people unrelated to the project can be useful

A good test always has criticism

Criticism is necessary for improvment

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WHATEVER YOU DO, ENGAGE WITH OTHERS!

DESIGN ELEVATOR

ILLUSTRATION BY
LOTE VILMA