

## Blueprint Name

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### Tips

In creating a prototype, make sure to pick one of your top ranked ideas and build a fast prototype. Design thinking is meant to be iterative in nature so you can always come back and try a different idea to prototype. Make sure to label this fourth worksheet with the same Blueprint Name.

As you create a prototype list the equipment you need under the Blueprint section. Under the Assembly section put the design of the prototype and any associated mockups.

### Step 4

Create a (fast) prototype based on the top ranked idea from the ideation phase.

This includes:

1. Try things out and be active in your design
2. Give goals or requirements based around the idea you choose
3. Gather any materials or equipment you need for the prototype
4. Design and build the prototype

# Prototype

You are now on the fourth phase of Design Thinking - ProtoType. In our

Prototype space we have set up a short throw projector, workstation, and space to collaborate with a team if needed. During this phase you don't necessarily have to create a physical prototype as not all projects require that. This could be something as simple as a mock up drawing or more complex like a 3D printed prototype. If at any point during this process you require more time or equipment you can move onto the Test phase. If the materials are available in our Lab talk to a lab specialist to reserve them.

## Blueprints

## Assembly



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