

Prototype



Testing your Solution

Activity: Previously you were asked to list some of the criteria for success of your project. Relist them below as they will become the criteria you will use to test and evaluate your project.

Testing can be undertaken throughout the progression of a project, although it is most commonly undertaken concurrently with the **Prototype** phase.

Testing, using the iSTEM process involves:

1. using the prototype to see if it actually works or performs to the specifications set at the beginning
2. generating user feedback as related to the prototypes you have developed, as well as gaining a deeper understanding of your users

When undertaken correctly, testing can often feed into most phases of the iSTEM process:

- it allows you to **empathise** and gain a better understanding of your users
- it may lead to insights that change the way you **define** your problem
- it may generate new ideas in the **brainstorming** phase and finally
- it might lead to an **iteration** of your Prototype

Criteria

Design with Glenn D:

The best conditions for testing a new design is under real conditions, watch Glenn D, our resident designer, as he tests and iterates his Jiggler machine.



[View Video](#)

