

## **Example: Paper Prototype in a Day**

This one-day example shows how SMEs can create a simple, testable prototype with paper, pens, and basic materials – without any technical tools or design software.

### **One-Day Schedule**

#### **09:00–10:00 – Kick-off & Idea Selection**

- Clarify which concept or feature will be prototyped
- Define a target user or scenario

#### **10:00–12:00 – Sketch & Structure**

- Create rough screen/storyboard layout on paper
- Include only the essential functions

#### **13:00–15:00 – Build the Prototype**

- Draw clean versions or cut-and-paste components
- Add navigation cues (arrows, notes, post-its)

#### **15:00–17:00 – Test & Reflect**

- Show it to a colleague or real user
- Ask: What's confusing? What's missing? What's exciting?
- Take notes and photos for iteration

Use this process to test ideas quickly, before investing time or money in digital tools.