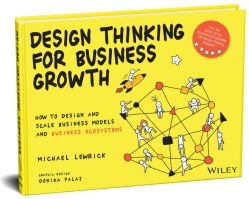
Project:
Team:
Version & Date:

FINAL PROTOTYPE



Lewrick, M.
Design Thinking for Business Growth
978-1-1198-1515-0
www.business-ecosystem-design.com

Quick guide: The final prototype excels by the elegance of the thoughts invested in it as well as in its realization. Prototypes that are convincing with simple functions and/or great customer/user experiences are usually also successful when launched on the market. It is advisable to obtain as much support from suppliers and partners in any and very possible way.

More tips & tricks for this template on book page: 201

Name/Description of Final Prototype

1

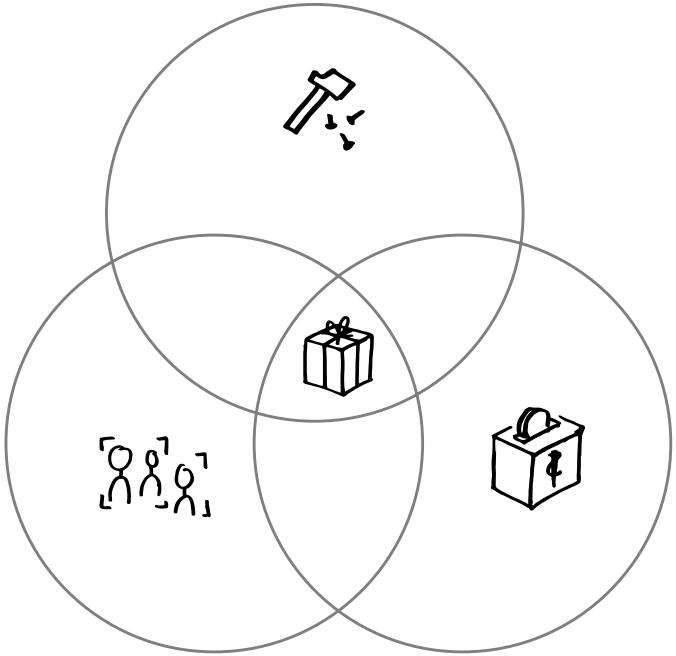
Creation of Final Prototpye

Create a final prototype that will convince the user/customer about the solution. Reflect how desirable, feasible and viable the final prototype is.

Feasibility

What are important components for implementation?
What kind of technology is needed?
What skills are needed for design, building, and operation?
Which systems are affected?
What work processes are necessary?

3



Desireability

How does the approach to the solution differ from known solutions?
What's the unique value proposition?
Do user/customer want this product /service/solution represented in the final prototype?
Does it make sense for them?

2

Viability

How to make money with the solution?
Alternatively: How can costs be saved with the solution?
Where does added value for the company accrue?
How can investments be justified?

4

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