



Human-Centered Design Learning Lab

Today's Topics

- 1 Picking up Where We Left Off
- 2 Activities: Bodystorming and Low-Fidelity Prototyping, and Testing
- 3 Debrief and Share Out

Our Presenters

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1 | Picking up Where We Left Off

Where We Left Off

In the earlier session, we:

- Learned what human-centered design (HCD) is and why it's important
- Got an introduction to HCD methodology, including:
 - Discover
 - Define
 - Develop
 - Deliver
- Saw one way that HCD has been applied to child support



PICKING UP WHERE WE LEFT OFF

What We're Working On

The Problem Statement

How can we modernize systems to accommodate diverse family structures?





2 | Activities: Bodystorming and Low-Fidelity Prototyping, and Testing

Bodystorming (10 minutes)

Bodystorming is an improv game where a random prop is used to explore a new product or solution.

In small groups of 4–5 people, find a way to use the prop to solve the problem.

The goal isn't to come up with practical solutions but to see how analog objects can inform the creative process through nonlinear thinking.

Low-Fidelity Prototyping

A low-fidelity prototype is an early vision of a product or service with limited features. Using physical prototypes to solve problems inspires a wide range of ideas.

A low-fidelity prototype is especially helpful during early stages of the design process since it gives the team an opportunity to focus on solution's core functionalities.

Low-fidelity prototypes help teams think through:

1. The product's real functionality
2. The fundamentals of the user experience (without too many distractions)
3. Potential areas of improvement

Low-Fidelity Prototyping: Activity (30 minutes)

In this activity, your team will build on the ideation exercise by selecting **one idea** to expand on through low-fidelity prototyping. Prototypes can be sketches, wireframes, or products built with accessible objects to convey a concept or an idea that can be iterated upon.

Steps

1. Teams pick an idea from the ideation exercise to focus on
2. On a sticky note, define the goal of the product
3. Define the core features of the product
4. Define the core user of this prototype
5. Define how the team wants to receive feedback and on what specifically
5. Create your prototype

Testing

Any solution you create as part of a human-centered design project should be tested.

Testing a product or service throughout its lifecycle—so before, during, after it's put into place—helps ensure that it performs as intended and remains useful, as the context and user needs change.

The way people use and interact with a service is constantly changing. This means it needs continuous maintenance and feedback to make sure it:

Testing requires an explicit statement about what you hope to learn from the test. And it means staying open to what the results—as expressed by users—really tell you.

Testing: Activity (10 minutes)

Pre-Testing Steps

1. Teams pick:
 - 2 members to conduct user testing
 - 2 members to test another team's solution
2. Testers move to neighboring table

User Testing Steps

1. Introduce team's prototype without over-explaining or being too prescriptive with the testers
 - Ask probing questions
 - Solicit feedback
2. Note reactions, usage, awareness on feedback form



3 | Debrief and Share Out

Team Debrief (10 minutes)

Steps

1. Team members who conducted user testing share feedback with entire team
2. Identify 1–2 iterations the team would make to the prototype
3. Select who to share out

Share Out (15 minutes)

The designated team member should share:

- The goal of their team's product
- An insight from user testing
- The iterations they would make to their product based on their research

Questions and Reflections

