



ChangeMaker Prototyping

**A prototype is anything that takes physical form*

Let's stretch our thinking to view prototyping beyond creating a model, object, or 3-D image!

Visual (e.g. Storyboard, Empathy Map, Artwork)	Audio (e.g. A Song, Speech)
Text (e.g. A Story, A Written Proposal)	Movement (e.g. Role Playing, Plays)
Scent (e.g. Cooking Food, Fragrance)	Hybrid (e.g. A Beta Day, Space/Room)