

Iterating
Forward



What's a Prototype?

Making something to get tangible with your idea.

WHY DO WE PROTOTYPE?

BUILD IN ORDER TO THINK

Seeing and interacting with your ideas is a great way to work through kinks and allows you to get to better solutions faster.

GATHER FEEDBACK FROM YOUR COMMUNITY

Feedback is a gift that allows you to learn and move forward with your idea. Thank your critics. They will help you get to better solutions.

FAIL EARLY TO SUCCEED SOONER

Getting tangible and asking for early feedback allows you to make inexpensive mistakes rather than finding out that something isn't working too far down the road.

REMEMBER

The longer you wait, the harder it is to begin!



PROTOTYPING



Take 15 min. for your team to make a prototype of your action idea.

(Picture, drawing, collage of pictures on the internet)



You want this idea to be tangible and shareable.

THE PROTOTYPE PROCESS



1. BUILD

Get tangible quickly. Get rough. Get physical. Tell your story to the world.



2. SHARE

Don't try to sell your idea, and do your best not to defend it. Welcome feedback from your community.



3. REFLECT

Listen carefully to what others have to say, and think about how you might respond with your next prototype. Sometimes it's all about reading between the lines. Pay attention to body language.



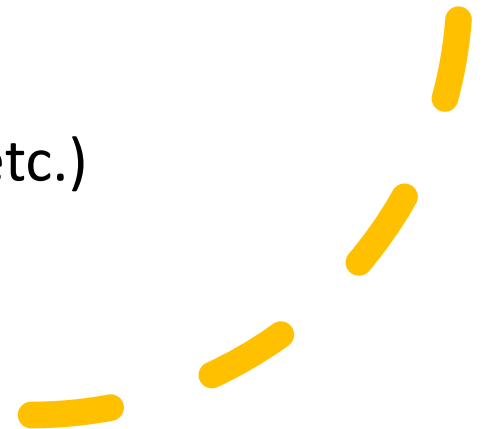
ITERATING FORWARD

After BUILDING it, SHARING it, and REFLECTING about it...

- What did we learn?
- What should we adjust?
- What should we do GOING FORWARD?

A continual process of upgrades...

(Version 1.0, 1.1, 1.2.... 2.0, 2.2,2.4 etc.)





ITERATING FORWARD

LEARN THROUGH TRIAL AND ERROR

You have to ideate and prototype repeatedly before you move forward. It's all about sharing and receiving feedback. These two things will help you improve your idea and get it that much closer to where it needs to be.

A photograph of laboratory glassware on a reflective surface. In the foreground, a small Erlenmeyer flask contains a bright green liquid. Behind it, a larger Erlenmeyer flask also contains green liquid. To the right, a large beaker contains a blue liquid. The background is softly blurred, showing more glassware and a clean, bright environment.

ITERATING FORWARD

EXPERIMENT OUR WAY FORWARD

Think of yourself as an experimenter. If at first you don't succeed, you should probably keep at it. Failure is one hundred percent necessary.

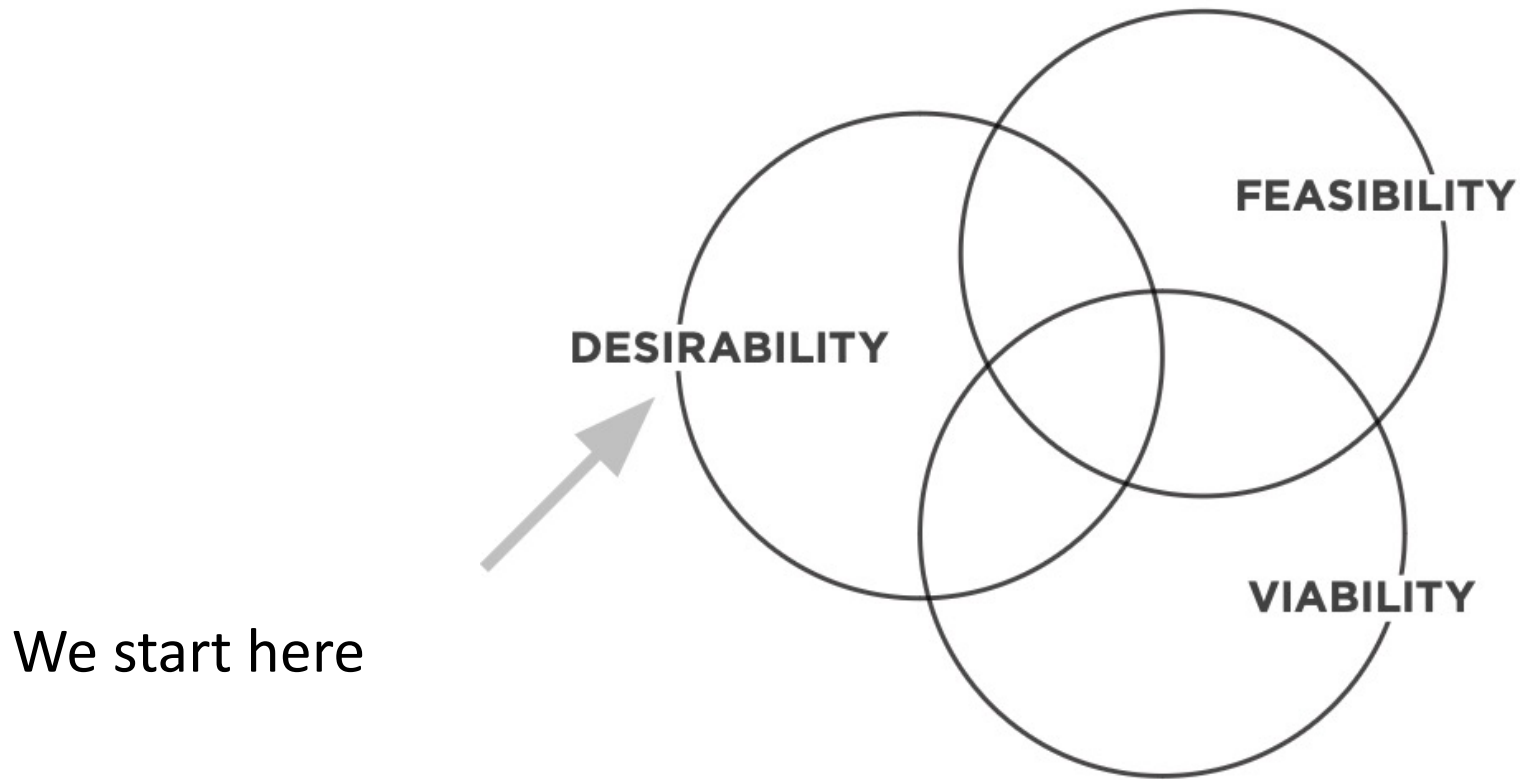
ITERATING FORWARD

SAVE TIME IN THE LONG RUN

Many people make the mistake of racing forward once an early idea gains traction.

Iteration takes more time but actually saves you time in the long run. When you iterate, you manage risk by repeatedly checking your assumptions and answering more refined questions.





Refining for the Future

Refining for the Future

DESIRABILITY

We also refer to design thinking as a “human-centered” process because it begins with people. Ministry is about God and People. Foremost, what are the needs, values and desires of who we serve?

FEASIBILITY

How possible is this idea?

What would it need to be a reality?

VIABILITY

How sustainable is it in our current circumstance?

How could we reasonably provide the resources it needs to flourish?

Questions and Reflections
