g³-method - zoom - version

Process guideline 5

How can we make an idea tangible?
As great as an idea may seem at first glance, the further development into a vivid prototype shows much more clearly whether everything has been thought of and the approach developed can really work.
Total time: 70 minutes

Materials needed per person: paper, pens, craft materials and a phone.

TECHNIQUE: Start breakout sessions for teams of four.

1
Watch the time
Identify one person in your group to keep a close eye on the time for each step.

2
Get specific
Decide which two aspects of your idea you would like to develop in teams of two, for example, what spatial, technical or personnel requirements you need for implementation.
Processing time: 5 minutes

3
Developing prototypes
Take **5 minutes** to develop initial approaches to the selected aspect on your own.
Then bring your ideas together by phone in teams of two within **5 minutes**.
Back in the team of four on Zoom, team A has **5 minutes** to present its approach to team B. Afterwards
5 minutes for constructive feedback from Team B. Then it is Team B's turn to present and Team A gives feedback.
Now the teams of two have another **5 minutes** on the phone to incorporate the feedback from the other team into their drafts.
Processing time: 35 minutes

4
Building prototypes
Combine the ideas of your team of four into a single prototype. There are no limits to creativity! Build, paint, make a radio play or film something and don't worry about perfection! The whole point is to learn by seeing where the prototype already works and where something can be improved.
Processing time: 20 minutes

TECHNIQUE: End breakout sessions so that all workshop participants are back in the same room.

5
Plenary
Present your prototypes briefly and concisely.
Processing time: 10 minutes