Quick Guide To www.evalhack.org
www.evalhack.org

• Join your team
• Evalhack.org offers many possibilities
• It’s a playground
• You cannot do anything wrong!
• Trial and error
  https://html-online.com/editor/

If you need help #0_technical_support
more resources

Teams & Tools Page

Design Thinking Hub
slack & evalhack.org
Project Page & Pitch
Toolbox
Questions?
The EvalHack Team

www.ipdet.org
The Assessment Matrix
Question of the day: HOW ARE YOU?!?!?!?

Take a picture of yourself with thumbs up or down and post it to #0_community channel.
share your impressions on your social media channels!

#EvalHack
HAPPY HOUR!

Saturday July 11
2 PM and 11 PM CET
Join on ZOOM | 88644133938
HERE IS MY WHY
#EvalHack

Team Evolve
Questions for this session?

Write in the Zoom Chat
or on Slack #0_Design_Thinking
Design Thinking Process

Problem Framing

Need Finding

Ideation

Testing  
Day 4 +

Prototyping  
Day 4 +
How many Prototypes?

Source: http://www.dyson.com/community/aboutdyson.aspx and http://mynetimages.com/4ad8f64c.jpg
Prototyping + Testing

Fail early and learn from it; it saves money and time!

- A first prototype should be made within 1 hour
- Emphasise on testing!
Phase IV - Prototyping

What

Build a prototype and show the features of your idea

Keep your user in mind – he/she has to understand the idea

Result

A **Prototype** to start with in your next phase
Phase IV - Prototyping

Assignment

• What is the most important assumption that you want to test with your idea?

• How can you demonstrate your idea in the most simple way?

• Keep your Challenge Definition in mind while prototyping.

• Use max. 60 min. for the first prototype
Phase V - Testing

**What**

Test your prototype

Focus on „Show, don’t tell!“

Explorer Mindset: Strive to know and understand your user and prototype better

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**Result**

**Input** for the next iteration
Phase V - Testing

Assignment

• Look again at your assumptions and decided on most important
  • “Most important” is defined by how crucial this assumptions is for the whole innovation
• Assumptions are tested one by one
• Think about good ways on how to test your main assumption

Examples

• Show the prototypes to potential clients and get their feedback
• Let people use the prototypes and observe them while doing so
• Show users a few alternative prototypes and let them compare
• Make an experiment

“If I would have asked my clients what they want, they would have responded faster horses!”

Henry Ford
Phase V - Recommendation

And again - the Design Thinking Process is YOUR process, so choose the method you think fits the best to your challenge. The recommendation would be:

1 Prototype I  + 1 Test + 1 Prototype II

All  Recommendation
Pitching

Assignment

• Create a video in which you present your prototype / your idea to solve the challenge

• The video should be max. 2-3 min. long!

Here are some tips!

1. The hook! Your first sentence is crucial! Make people curious! Either through a question, a surprising fact, a cool image, a contrast, or a personal insight.


3. The contrast! Show contrasts to raise curiosity

4. The KISS! Keep It Short and Simple
Thank you and good luck!
You need more information?

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- More than 10 years consulting experience; focus on social innovation and organizational development
- More than 10 years of employment history in the social sector as f.e. Ashoka, UNDP and Landesjugendring NRW
- Experience abroad in USA, Netherlands, Mexico, Ecuador, Netherlands and Belgium
- Master of Art in Economics - Bachelor in Rural Development and Innovation