

Test Your Prototype & Get Feedback

The questions below have been categorized to help you organize your feedback. If you need more room please feel free to answer these questions in your own notebook. Be sure to debrief with your teammates after each prototype testing session.

The Good?

- What did people value the most?
- What got them excited?
- What convinced them about the idea?

- ① People value most that they don't need a physical set-up to start a school.
- ② People are excited that they can take class online and there is no need for electricity.
- ③ The solution save their money, easy and convenient to start the school project and help a lot of children.

The Unexpected?

- Did anything happen that you didn't expect?

- ① One operator drop the battery bank and it broke.
- ② They started to use it for entertainment also beside education.

The Bad?

- What failed?
- Were there suggestions for improvement?
- What needs further investigation?

- ① Few times the internet connection was slow and one or two schools lost connection.
- ② Reduce the cost of the system to make it more affordable for many local NGOs.
- ③ What can be the most convenient way to provide support if something with Sputnigme is not working.

What Next

- Based on what you learned, how will you change your idea?
- What will you test next?

- ① Another low-cost version more affordable for individuals and local small NGOs.
- ② Make a better video conference software that takes less bandwidth, so that it works better for slow internet.