

Max's Masterclass: The Power of Prototyping

Don't just dream it—build it! Let's turn your bright ideas into brilliant realities.

- A prototype is an early, experimental model of an idea used to test how something functions before making the final version.
- Prototyping allows designers to identify potential problems and fix them early, saving time and resources later on.
- You do not need expensive materials to build a prototype; using card, tape, and recycled items is often better for quick testing.
- An 'iteration' is a cycle of building, testing, and improving your design based on what you have learned.
- Evaluating your prototype helps you decide which features to keep and which ones need a redesign to improve performance.

Did you know? Did you know? Before the modern bicycle was invented, engineers created dozens of 'rough' models out of wood and scrap metal to test if they would actually stay upright. These early versions were prototypes, proving that making mistakes is the fastest way to learn how to make something work perfectly!

Key vocabulary: Prototype · Iterate · Functionality · Modification · Refinement · Evaluation