

COLLAGE

Participants compose and paste together combinations of words, images, icons, or symbols, to explore and convey associations, feelings, and illicit memories, ideas or/and visions.

PERSONAS

Participants immerse in and explore the perspective of a particular person (user type) by selecting and representing aspects of the personas life, characteristics, needs, attitudes, feelings, practices, friends, family etc visually through text, images, icons etc. Example templates: basic body shapes or Facebook profiles.

MAPPING

Participants explore, identify and convey connections, associations, patterns, processes, priorities and experiences using compositions of icons, words, buttons, string or random triggers. Example templates: Bulls Eye, Matrix, Timeline, Journey

ROLE PLAY

Participants explore an existing or future experience or scenario by acting it out, with or without props.

PROTOTYPING

Participants use ambiguous items such as playdoh, cardboard, random objects, pen and paper to give form to different ideas that can then be feedback on and evolved. A way to explore, alter and evaluate possible futures.

WORD GAMES/ BRAINSTORM

Participants generate words/responses/ideas either individually or in groups and capture them via writing, post it notes etc. May be word association, or in response to particular categories e.g., opportunities and challenges. May include mapping and analysis (e.g., affinity mapping).

CARD GAMES

Participants use combinations of cards as triggers or inspiration for creating new concepts and scenarios. Cards may represent domain types, user types, technology types, feelings, touchpoints etc. Cards maybe created prior or by participants. Can be structured (like a board game) or more open.

SCENARIOS

Participants create and describe/depict a specific experience of use, with specific actors. Can be current or future scenarios, and acted out with/out props, sketched on storyboards or using images and text.

MAGIC THING

Participants explore a potential concept, idea, action or experience through objects imbued with magic powers. The object may already exist e.g., a polystyrene prototype of a 'communication tool' or be created by participants.

3D MODELS/ WALKTHROUGHS

Participants describe their experiences of current situations and environments (e.g., an office space, local park or hospital ward) and explore/mock up possible futures/alternatives by manipulating 3d Models and props e.g., lego, desktop walkthroughs.

BACKCASTING

Participants explore possible futures and steps to getting there by working backwards from a scenario or range of scenarios. Participants identify events and enablers required to make the event happen. The scenario may be created by the group, or developed prior. Icons and artefacts can be used to prompt and identify different types of events or enablers.

PLAYFUL TRIGGERS

Participants use playful objects (lego, feathers, maps) to visualise experiences and concepts. The objects take on meanings given to them by participants and depending on the context. Sets up a shared space for exploration and negotiation.