



Go Live Once – Prototype Implementation Guide

Purpose: This guide is designed for youth, employees and employers who have an idea on intergenerational communication they want to implement in their workplace or community.

How to Use: This tool is designed to be used after completing the workshop in this toolkit. Have your prototype from Activity 6 handy and print or digitally fill out this guide. Complete each exercise to expand your prototype and make a roadmap to run your prototype in the real world.

Useful Definitions

Prototype – A first or sample version of an idea.

Live Prototype – your prototype, but in the real world.



Go Live Once – Plan

Getting an idea from sticky note to reality needs a plan. Using your prototype from Activity 6 in the workshop, reflect on what it will take to try the idea once in the real world. Answer the below questions.

People

Who are the people I need buy-in from?
What partners do I need? Who will work with me?

Resources

What capacity is needed? What financial or physical assets do I need?

Activities

What will the main actions be? What steps do I need to take?

Timing

When will I launch my idea? How long will it be?

Constraints

What limits will we encounter for the launch? What will I need to scale down?

Measurement

What social, financial, or other value will the idea generate? What will success look and feel like? What information will I capture?



Go Live Once – User Journey

A successful prototype delivers a great experience for users. Capture below each stage your user(s) will go through in your live prototype from start to finish. Draw and describe each step, adding as many steps as needed.

Step 1.



Step 2.

Step 3.

The user (co-workers) gets an email to sign up for the story sharing event....

Step 4.

Step 5.

Step 6.



Step 7.	Step 8.	Step 9.
Step 10.	Step 11.	Step 12.



Go Live Once – Bite-Size Tasks

It's time to move the plan to tangible, bite-size steps of action. Make a checklist of tasks that need to be completed to launch the live prototype. Complete the tasks to launch your first live prototype.

[illegible]



Go Live Once – Reflection

You launched your first live prototype – congrats! Now it's time to reflect on how the experience went. Thinking back on your live prototype, answer the questions below.

What worked well?

What did not work well?

Was it successful?

Evaluate if you should do the prototype again. Based on your plan and live experience, answer the questions below.

Is the prototype repeatable? Would you do it again? Can you do it again?

Is the prototype feasible? What resources and capacity do you need to do it again?

Is the prototype viable? Do you see benefit to your users?

Is the prototype ready for a round two? What would you change for the second version? Based on your reflection above, decide the next steps.

My next three steps are.....