

# Physical Pretotyping in a Digital world

Kosmo Broom

# Digitaal in beweging

Hoe kunnen we er het meeste uithalen?

Wie ben ik?

Wat is Pretotyping?

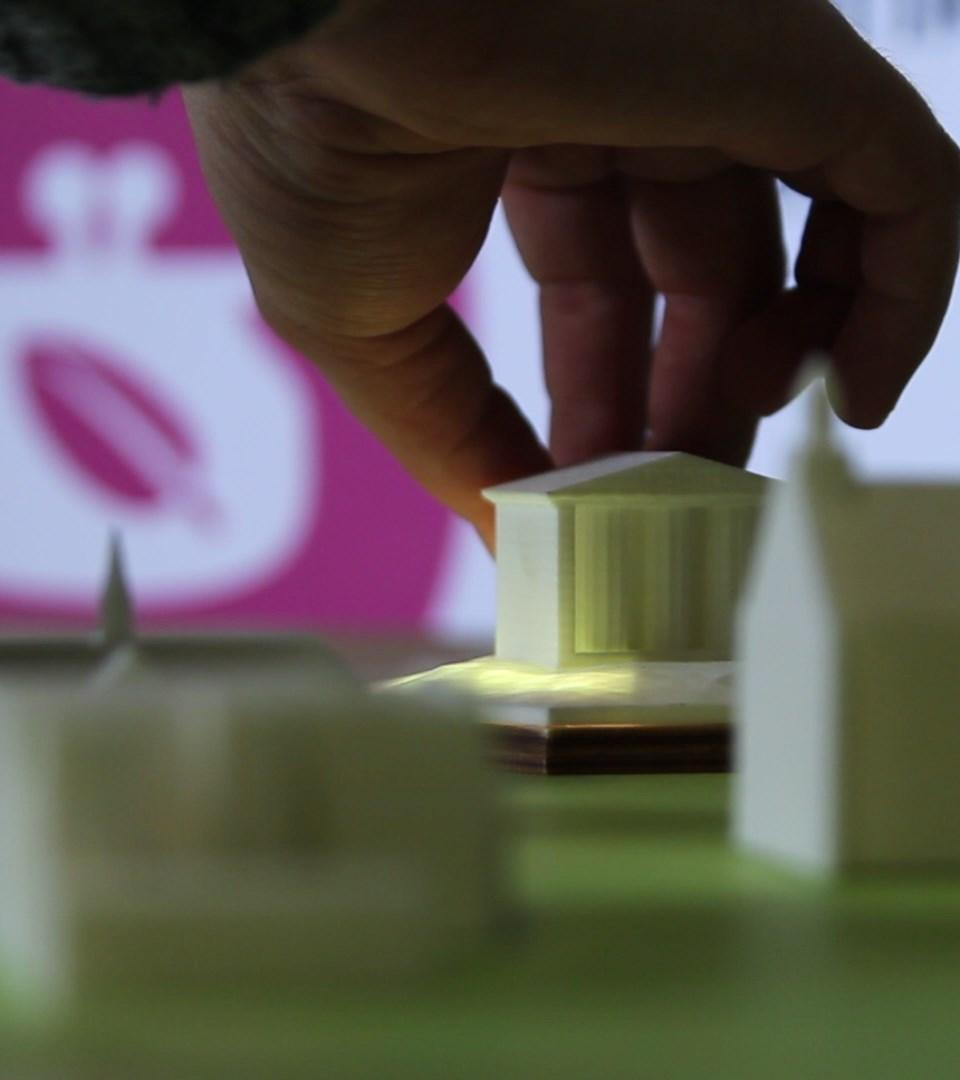
Digital world?

Wat gaan we maken?

Hoe maken we dat?

Spelen en uitwisselen

Afsluiten



# FAIR2 Media



# FAIR2 Media



# FAIR2 Media



# FAIR2 Media



# FAIR2 Media



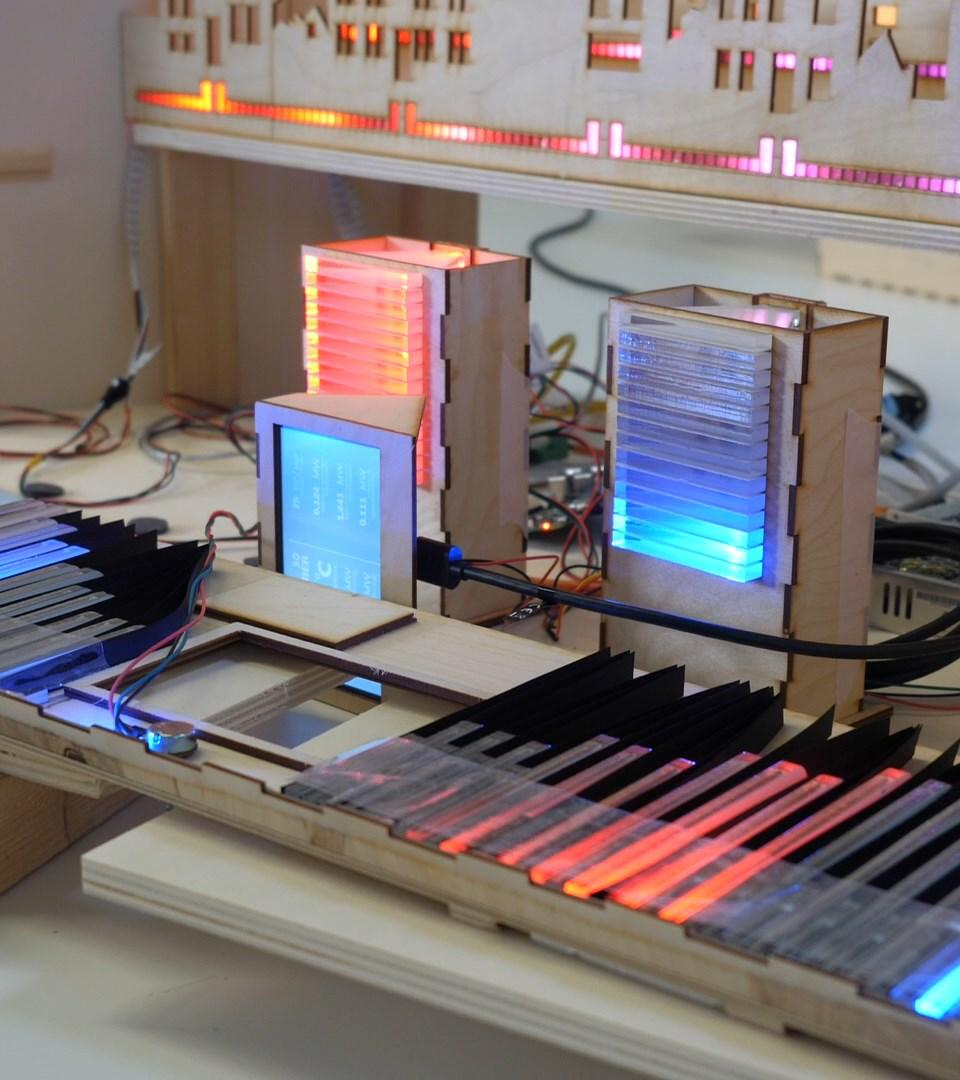
# FAIR2 Media



# FAIR2 Media



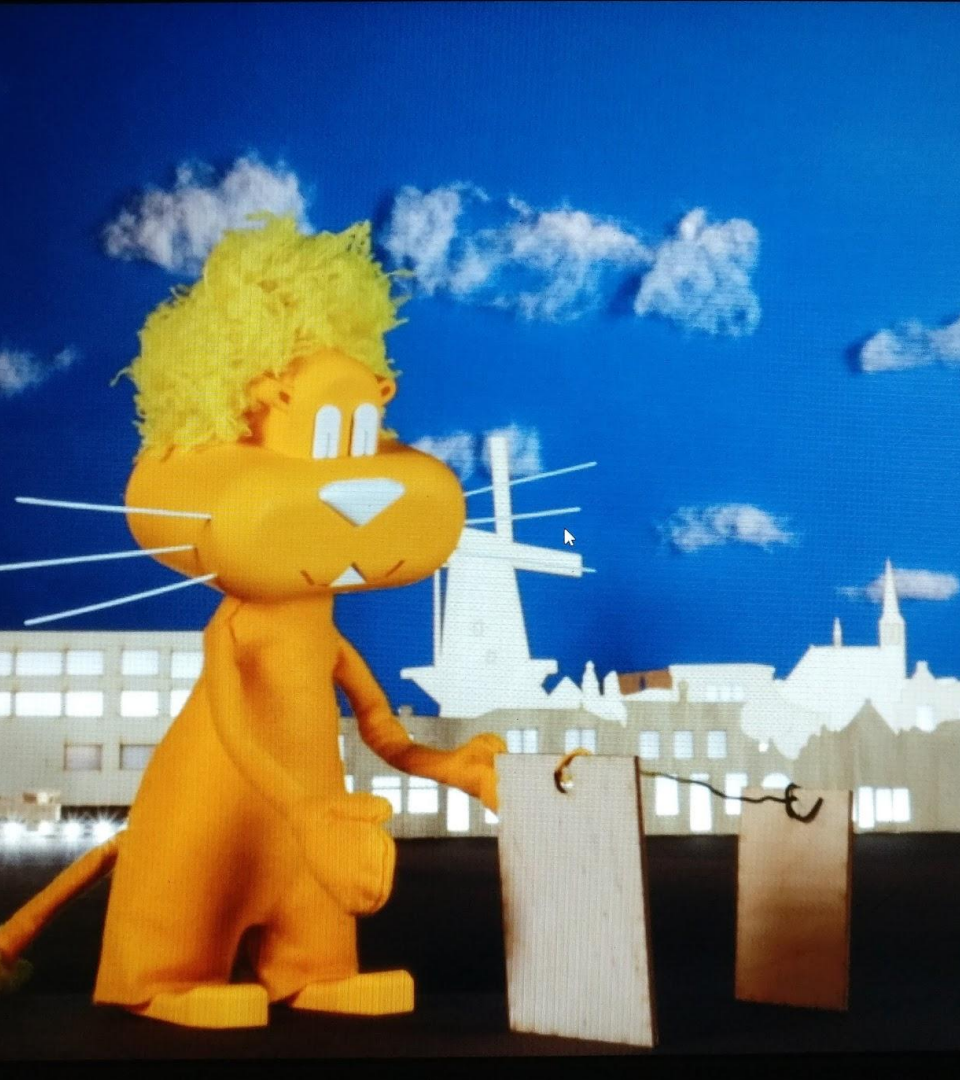
# FAIR2 Media



# FAIR2 Media



# FAIR2 Media



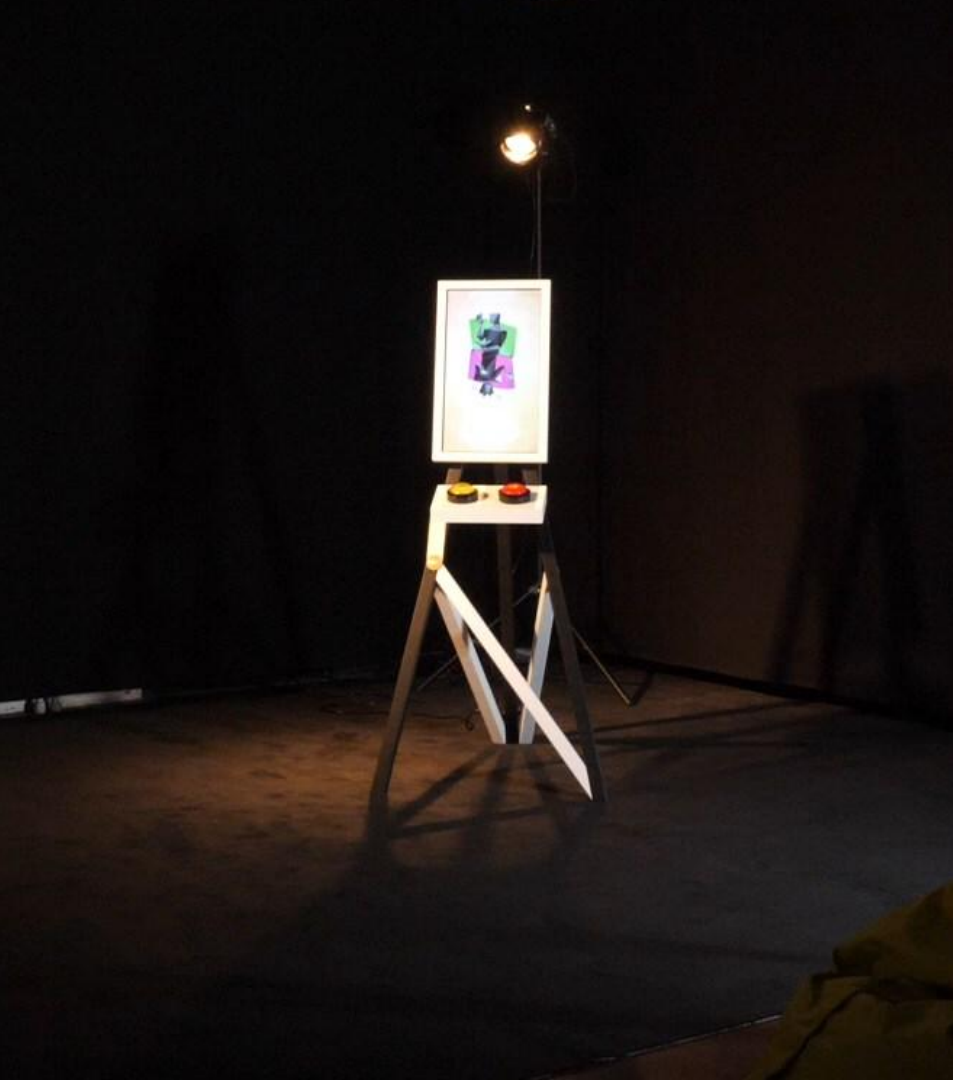
# FAIR2 Media



# FAIR2 Media



# FAIR2 Media

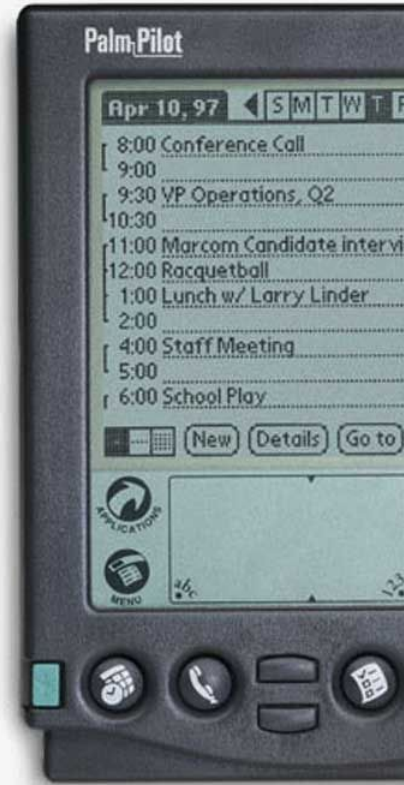


# FAIR2 Media

# Wat is Pretotyping?

# Pretotyping

Build the right **it**  
Before building **it** right



# Pretotyping

Paper prototyping  
Voor gevorderden



# Pretotyping

Fake it **before**  
you make it



# Mindset voor iedereen

Create solutions - use tools

Keep it simple, stupid! -KISS

# Pretotyping = Testen

Digitaal kunnen we veel testen

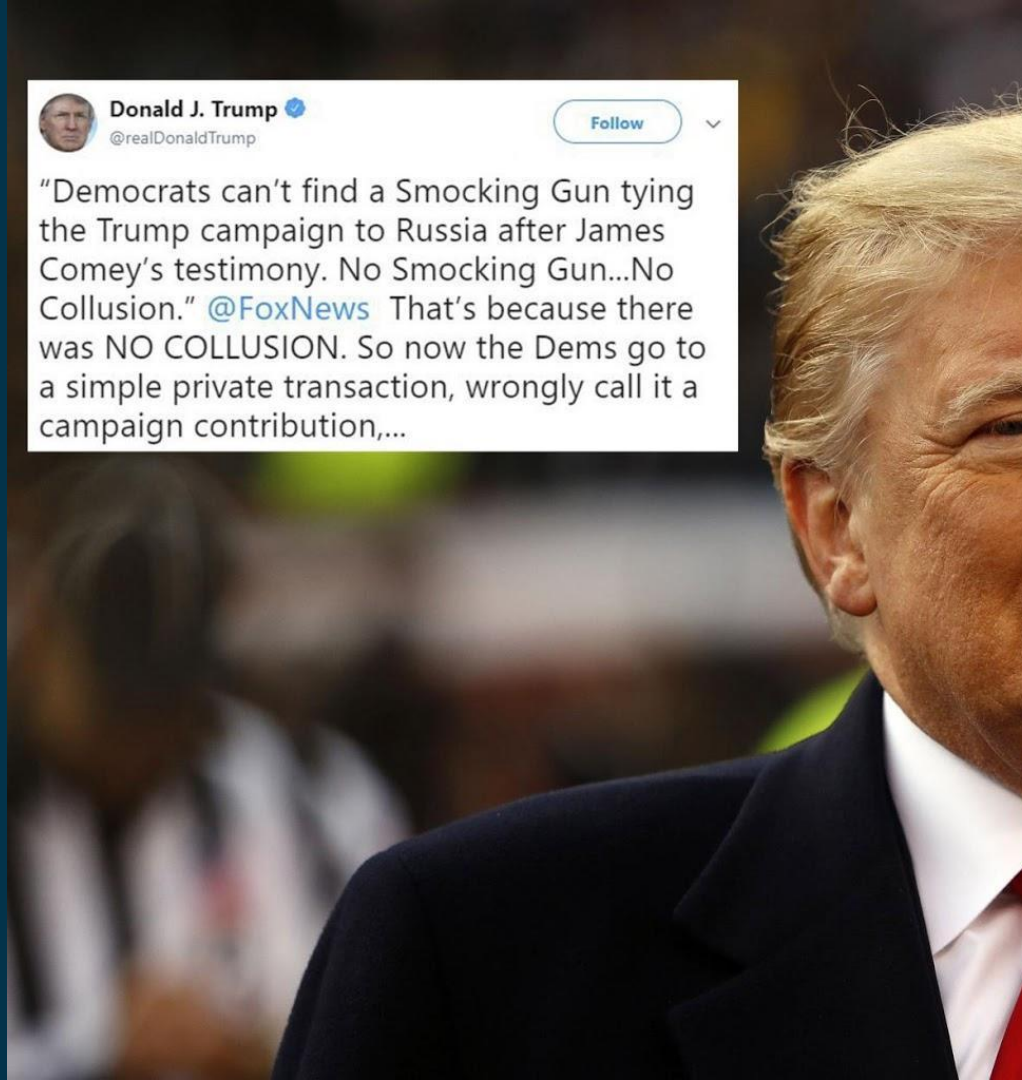
# Fail fast Fail often

And succeed when needed

# Digital world?

# Digital world

## Platforms



# Digital world

Remote



# Digital world Meets physical

Weird world examples:  
Teledildonics



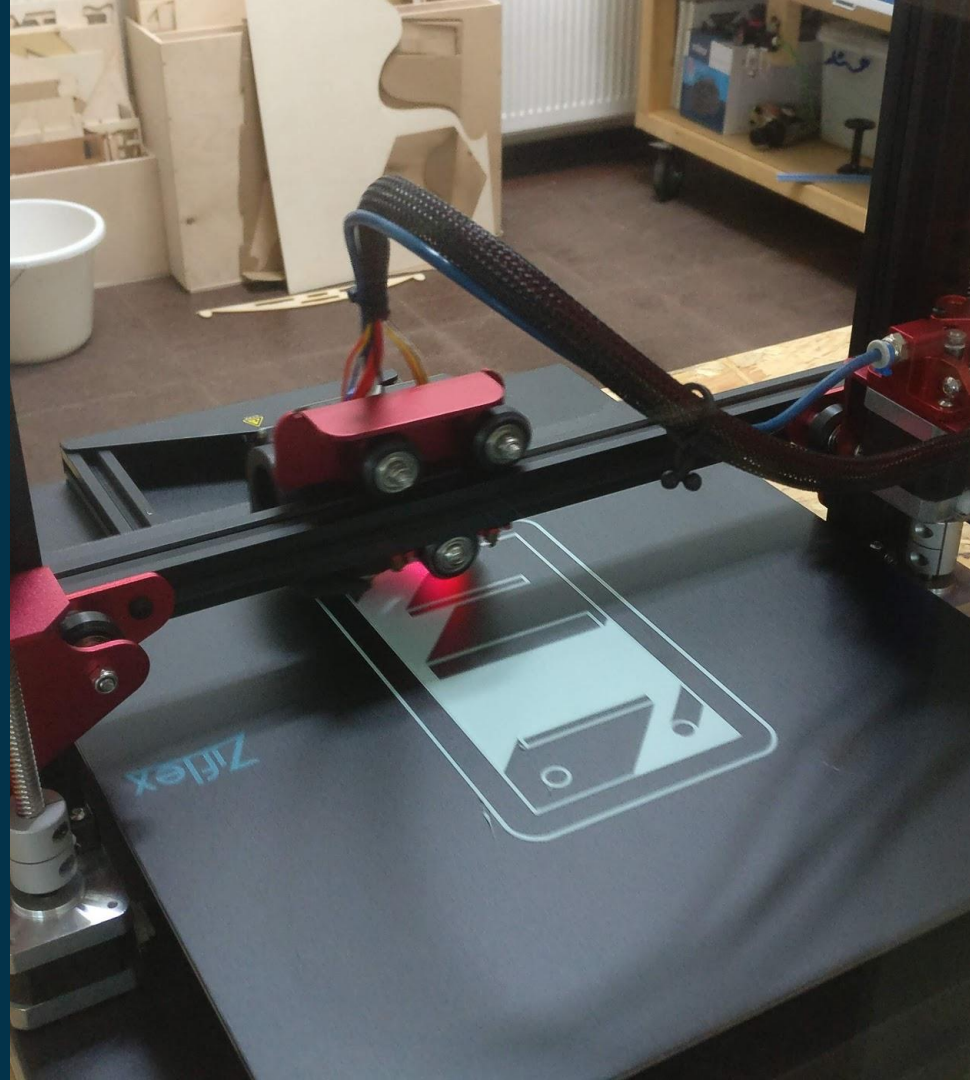
# Digital world Meets physical

Smart home

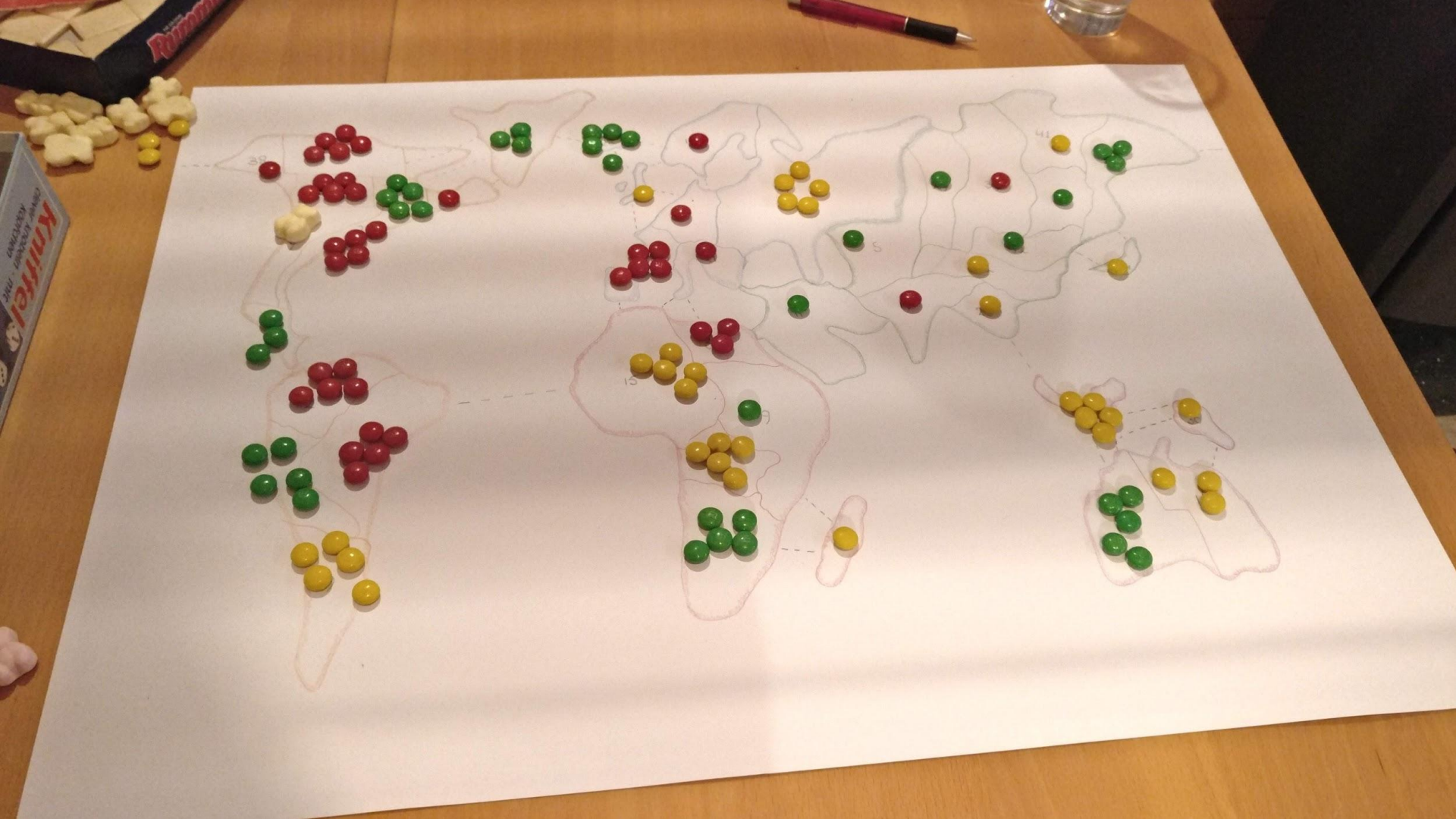


# Digital world Meets physical

3D printing



Wat gaan we maken?  
Hoe maken we dat?



# Online game

Met als doel  
Mensen laten bewegen

# Afstand

# Muziekkoepeel

Een digital space creëren

# Afstand

Printen

Alleen gebruikelijke voorwerpen

# Digitaal creëren

Eerste Idee  
Laatste woord

# Digitaal creëren

Play to your strength!

# Levend kwartet app

# Schoolslagje (ingris stijl)

# Historically accurate Weerwolven

Kennis overbrengen

Knutsel spullen verzamelen

# Ervaren

Spelen en uitwisselen  
Elkaars spel spelen

# Feedback

# Afsluiter

Pretotype every future thing

# Check out FAIR2 Media

<http://fair2.media>

# Remember

Create solutions - use tools

Technology is a resource, not a goal

Prototype in the real world!

Play to your strength