

DEMOS

Demos are usually different to testing prototypes in that the audience is usually people who have an interest in seeing a new product, feature, service or system. This means demos usually take the form of some kind of presentation or shared interactive session.

1 Frame your demo

Post-it under the following headings on a wall. Dot-vote to define what you will take forward, and record them under the headings on this template for reference.

What will you test? A idea, an artefact, a live solution	What will you test? A single station, multiple stations, technology	What is the set up? A idea, an artefact, a live solution	What is the space? A meeting room, open plan office, event hall. Will it be loud or quiet?
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2 Plan the steps

1.	2.	3.
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4.	5.	6.
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3 Test your demo!

Bring your plan to life and test it with your team to spot issues and make adjustments.