Prototyping
Doing what you aim for in a small and fast way.

https://pixabay.com/en/caveman-primeval-primitive-man-159359/

"just do it" Nike

Tag: Whole system; whole system design

Challenge: Many people plan for a long time what they want to do and tend to get stuck in planning or see so much work needing done that they don't really feel that they are up to. And when they start actually doing, they realize that in reality it is different to what they imagined. Often they did not get feedback early enough or realize that their daily to-dos are much more then they thought. In short: they start doing with a limited picture of reality.

Solution: Prototyping is a process where you do what you want to do early and on a small and easy scale. It does not have to be perfect; but it should lead you into doing and trying out your idea. Try to find a small version of your big idea and start doing it. This helps you to:

> a: get to know your own role early, so you can adjust and clarify
> b: see what the project is in a "live surrounding" and get feedback
> c: get feedback from others fast and early - so you can adopt it in your on going process development.
> d: It helps you to get to know to your own personal fears, needs and longings - and how they are embedded in the project.

Take this feedback in, redesign with this knowledge and then: protype again.

In Theory U, prototyping is a way to create a microcosm that allows you to explore the future by doing. Prototypes work on the principle of "failing early to learn quickly."

References:
- Scharmer, Otto (2009): *Theory U: Leading from the Future as It Emerges*. Berrett-Koehler
- Handbook Pioneers of Change

Website: Theory U toolbox: https://www.presencing.com/tools/prototyping-0

Submitted by Pioneers of Change