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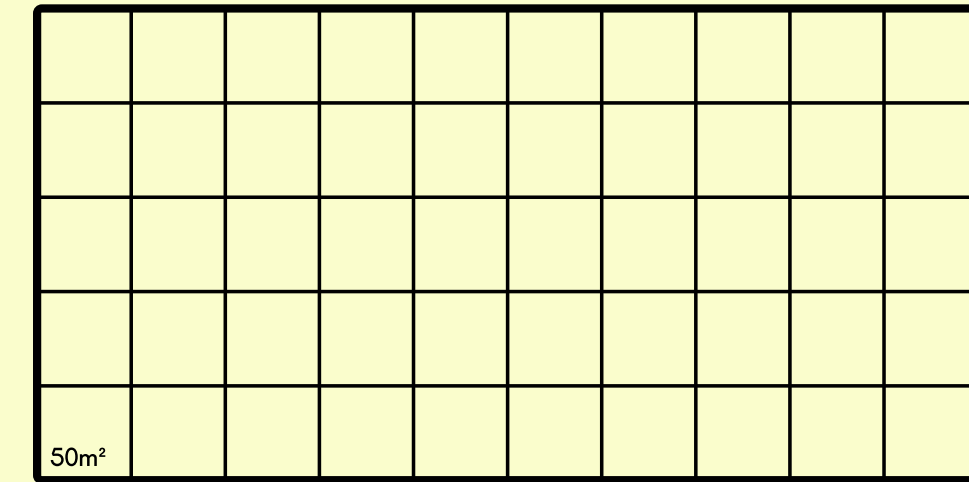
**pretotyping ?**

**think with your hands**  
**quickly test and shape ideas**  
**make co-design easier**





**.SPACE**

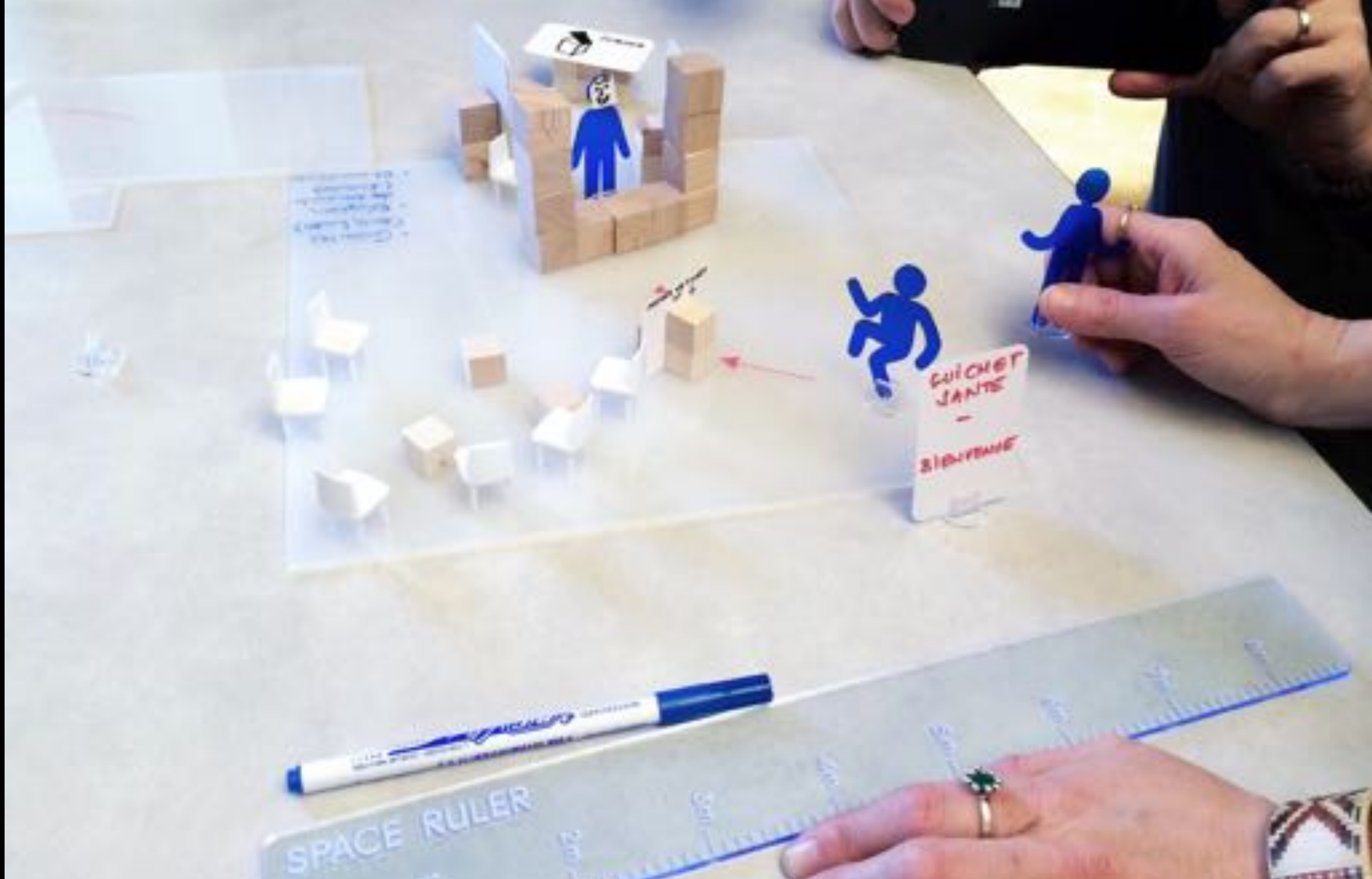






- **visualise a space and its layout**
- **create a context and imagine user stories**
- **be aware of scales and flow**











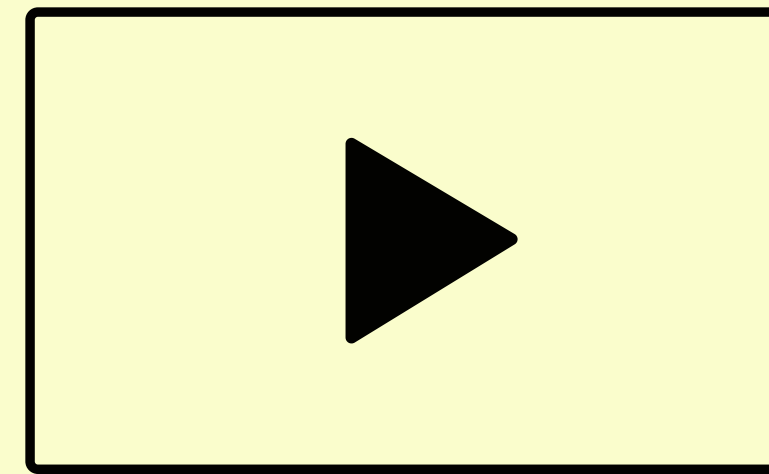








**.MOV**





- **make a movie or an animation**
- **reflect on interactions, processes, scenarios and services**







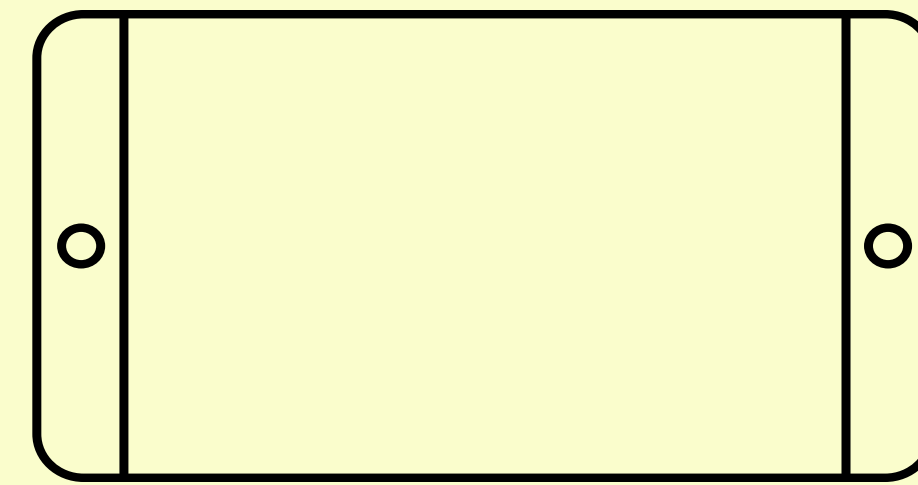








**.APP**







- **Reflect on user experience, user interface and navigation system**
- **Design web or mobile app interfaces**

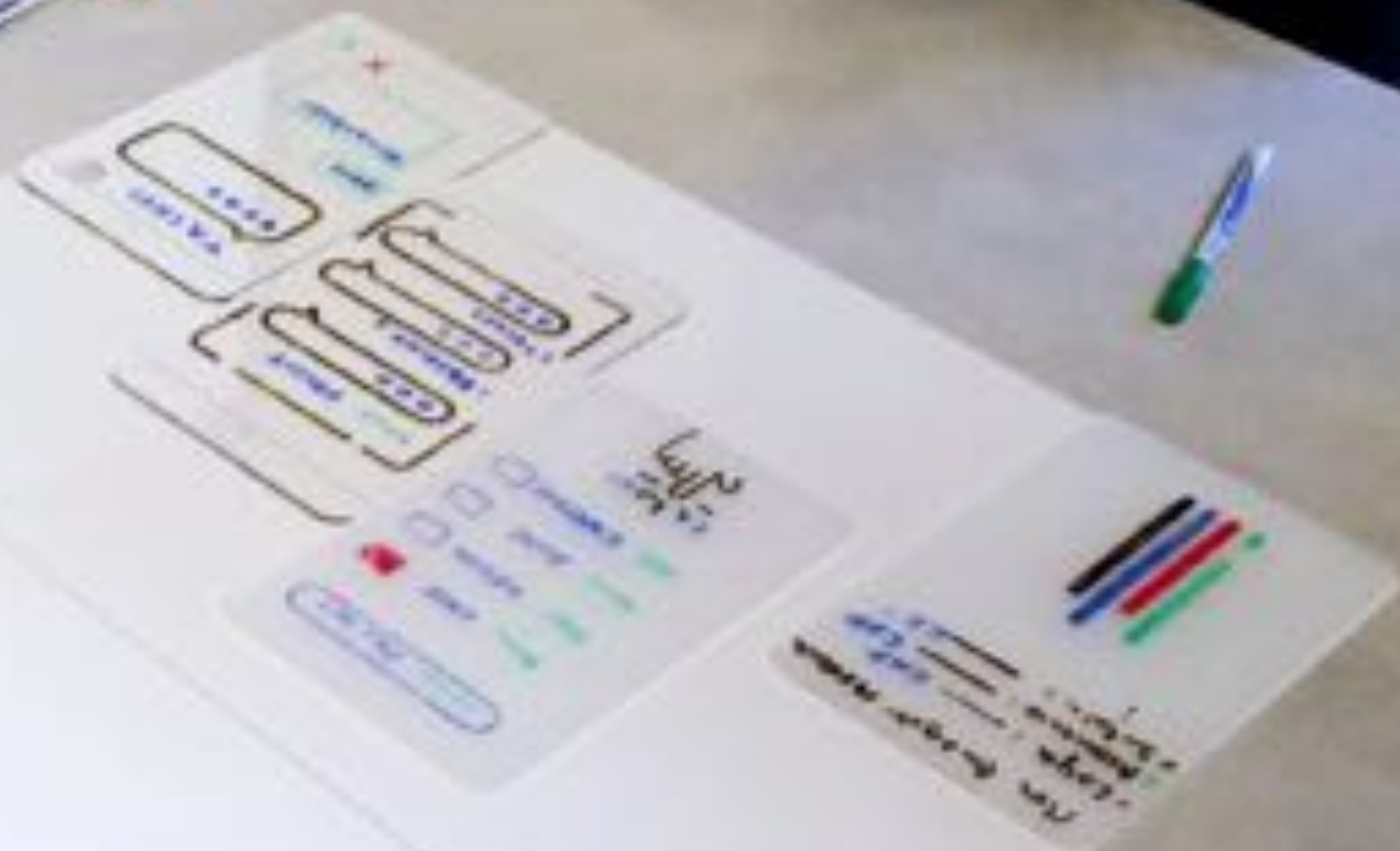
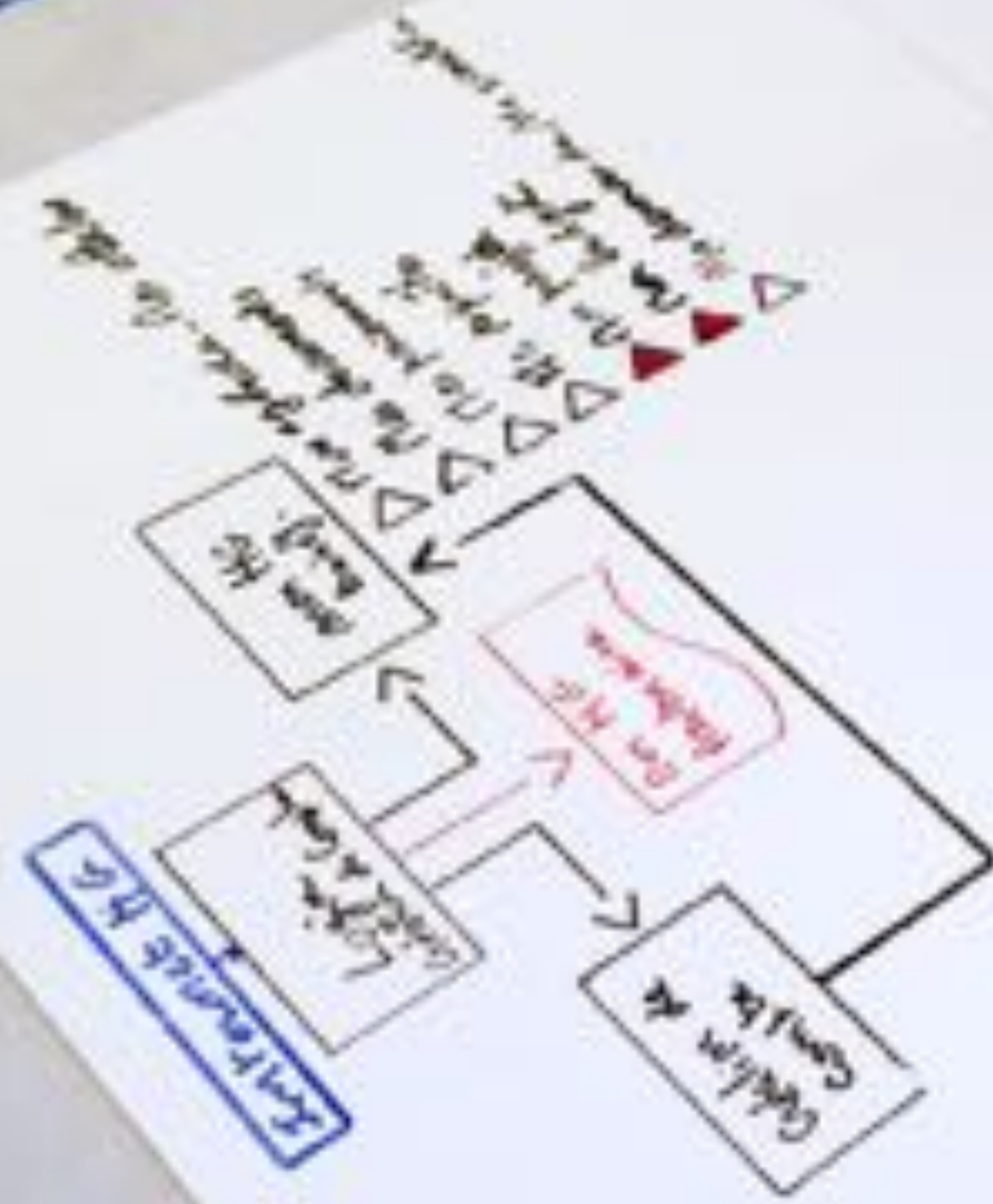




Diagram 101



UX

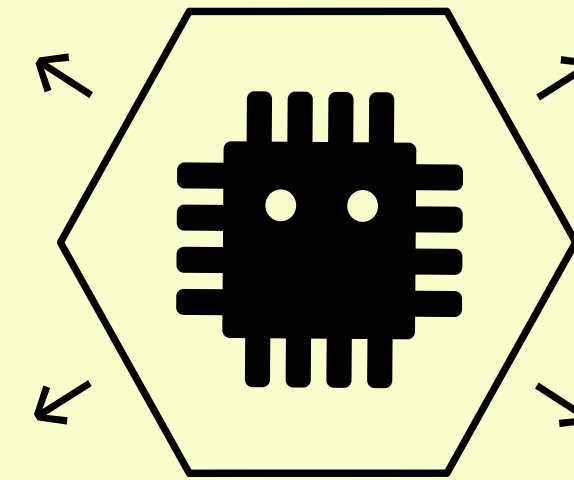




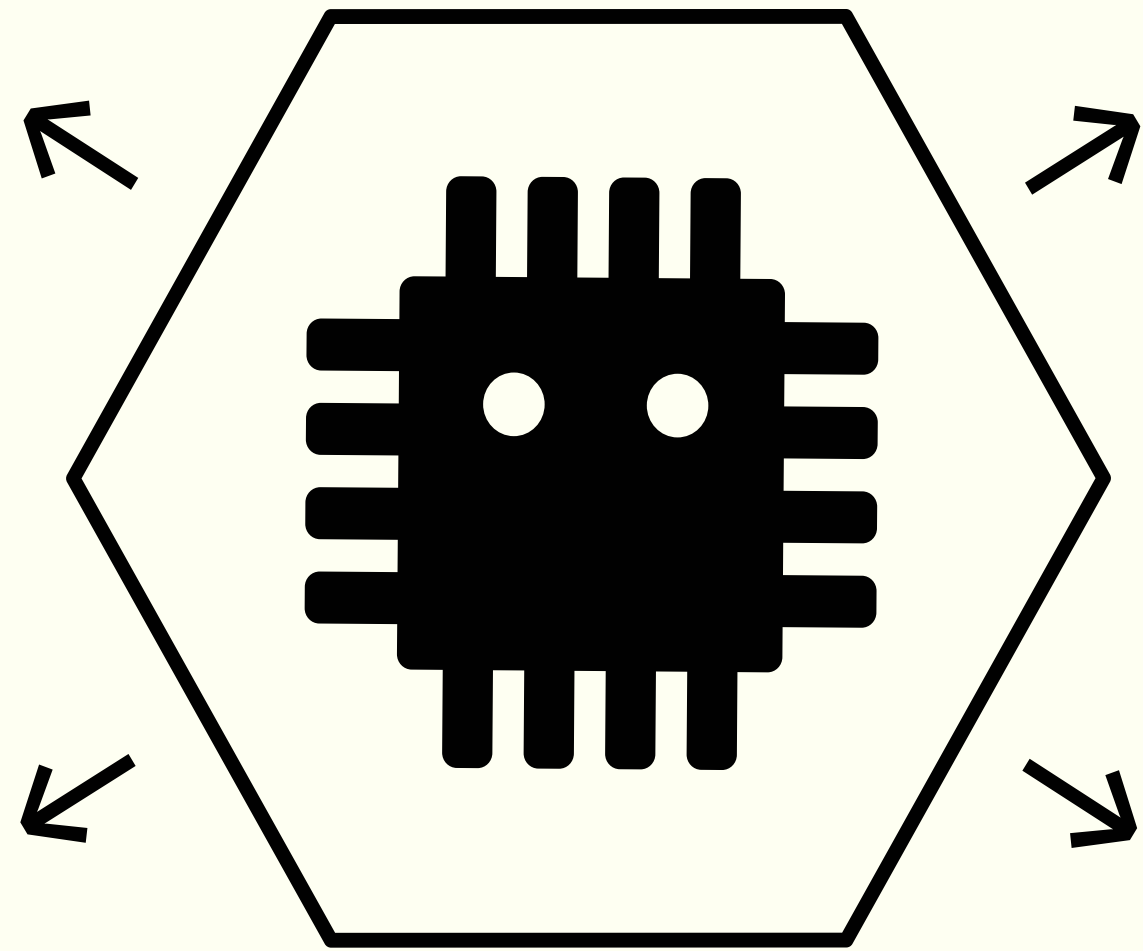




**.SMART**





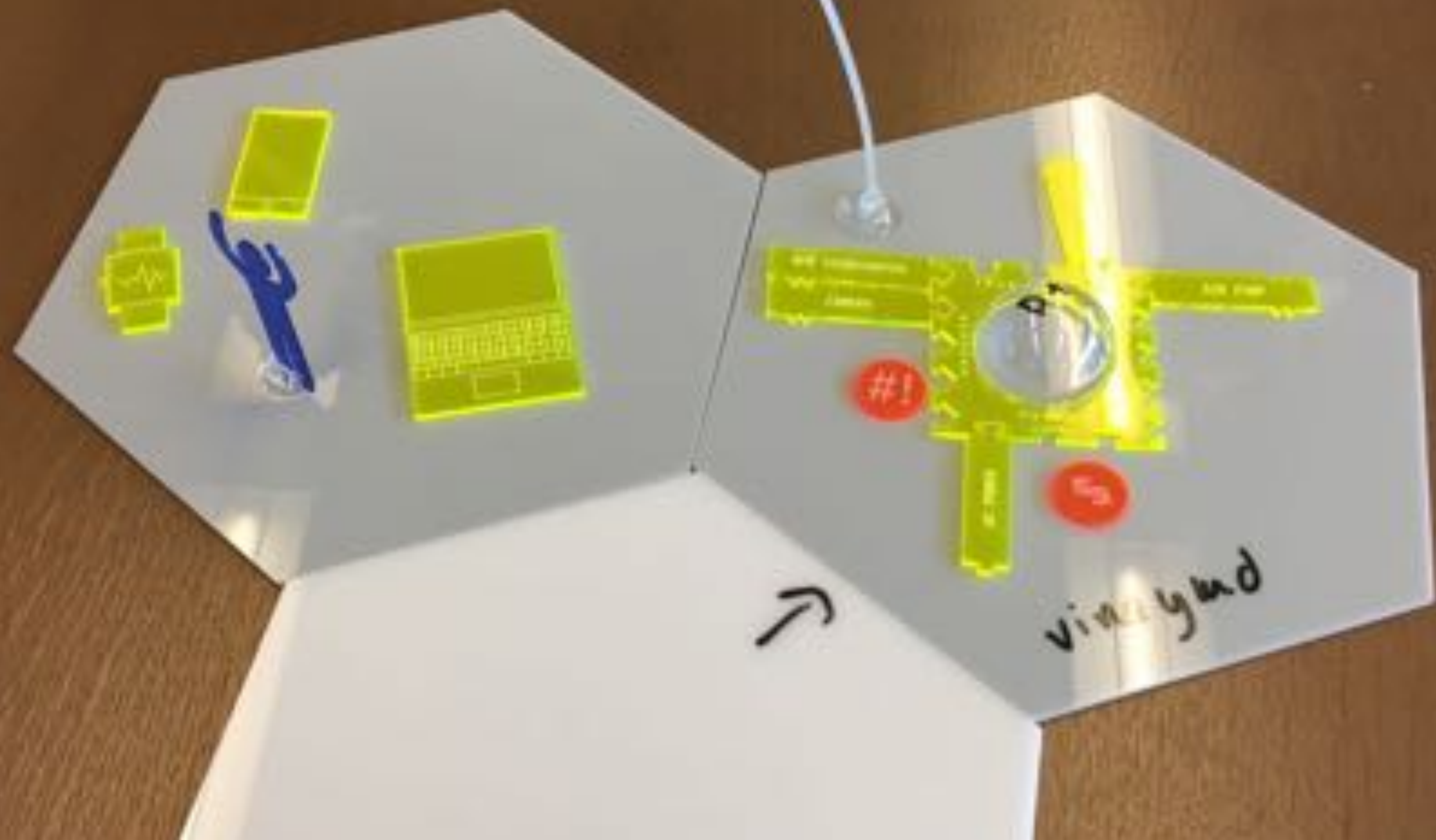


- **design bots, IoT and artificial intelligences in its environment**
- **become aware of the issues raised by these technologies**
- **formalize quickly a product or service idea without being curbed by technical constraints**

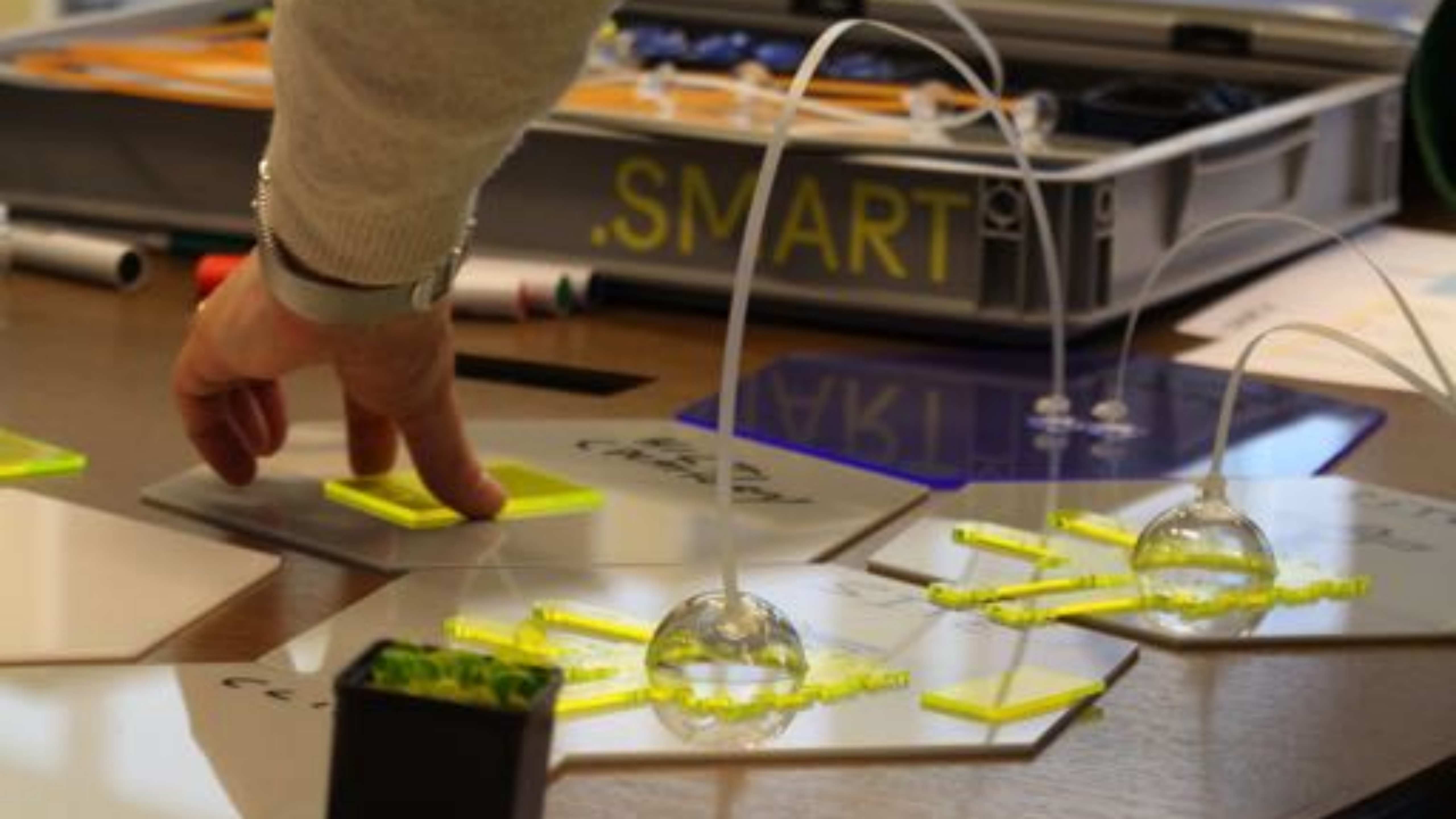




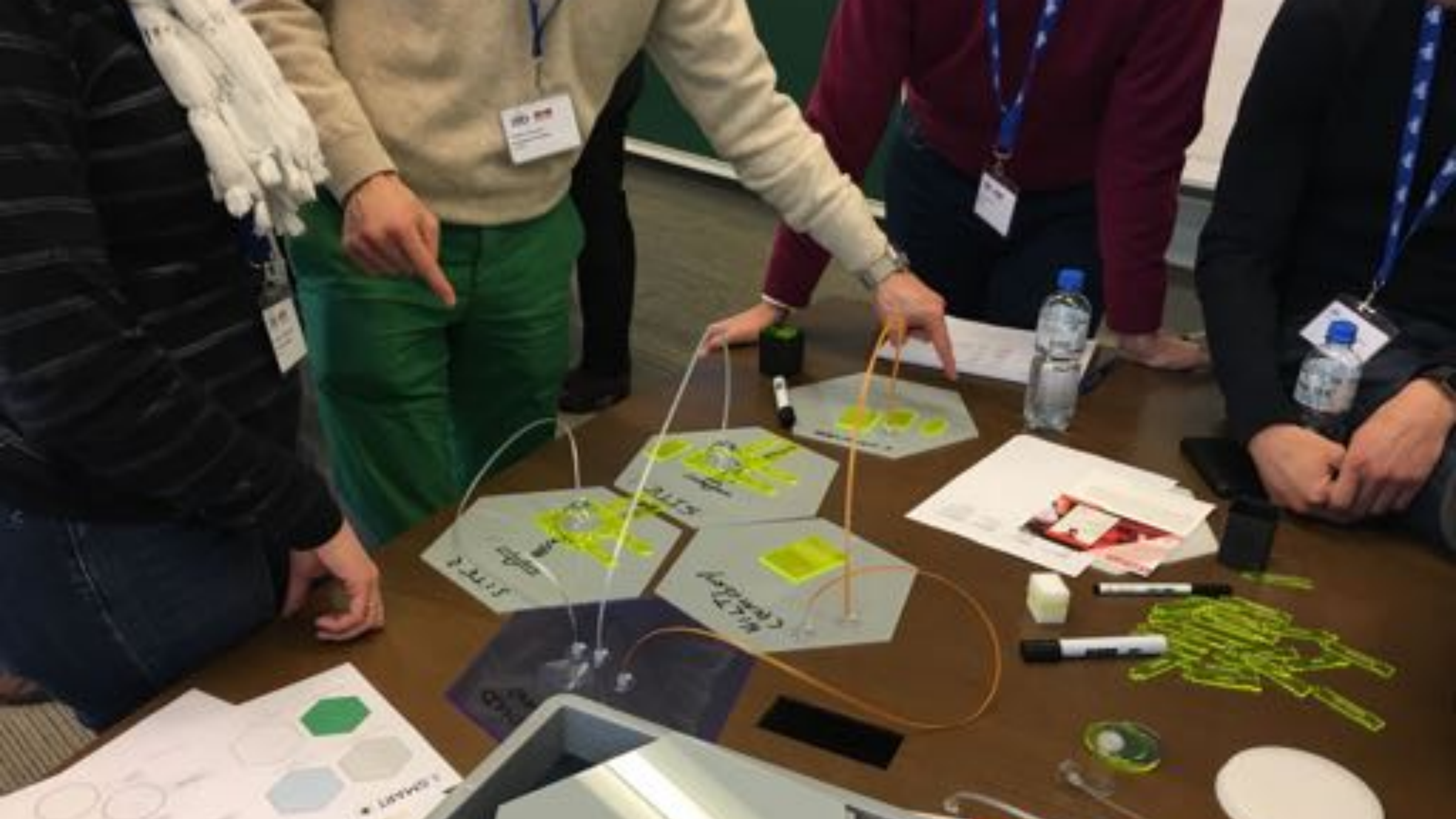














**Hands-on, set, go  
prototype !**