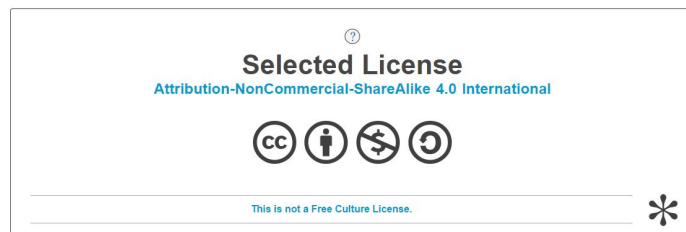# An Exercise in Critical Prototyping

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I initially developed this document for Informed Experiences, Designing Consent, a symposium hosted by the Center for the Study of Ethics in the Professions at Illinois Institute of Technology and the HASTAC Scholars fellowship program with generous sponsorship from The Coleman Foundation. This event was a space for attendees to interrogate the intersections of consent and design of interactive media and technologies through panels, prototyping, and reflection.

We offered the following prototyping groups:
- Games
- UX design
- UX design - wearable tech
- Data Collection
- Research Design
- Mobile App design
- Pedagogy Design

We did not expect all of our attendees to attend with the same level of design skills or familiarity with software. To make our prototyping accessible, we offered non-digital materials:
- Pens
- Colored markers
- Paper
- index cards
- Tape
- paper clips
- Rubber bands

While the following exercise focuses on *consent*, I encourage you to use this framework for other design values. The document may also be modified for guided readings instead of panels.

Prototyping Guide

Please take a moment to briefly introduce yourselves (suggested 2 minutes).

In groups, your goal is to design a prototype centered on consent. We encourage you to use this opportunity to creatively approach the design of your prototype by thinking about how each aspect contributes to a larger argument you want to make about consent. How do design modes change when shaped by consent?

Brainstorming questions (suggested 10 minutes)

The following questions are a guide to help your team brainstorm ideas. You may choose how to spend your time brainstorming ideas as a team on answering a few, some, or all of the questions.

How did panelists explore consent?

How did panelists explore consent as it is applied to this field?

Did panelists talk about consent in other fields that may be used in your own approach to prototyping?

What is the form of artifacts in this field?

What are common uses of the artifact?

Where is this artifact used?

Who is the audience for this artifact? How does this artifact help them think about consent?

What are issues or concerns regarding to consent relating to the artifact?

How might your prototype address some of these concerns?

How might your prototype respond to some of these concerns?

Statement of Design Experience (suggested 5 minutes)

Craft a statement of experience that you want audiences to have when they use your artifact. What do you want your users to think/feel/do/understand? As you prototype, your statement serves as a lens for your design decisions.

Begin Prototyping

Using the materials in the prototyping packet, start prototyping your artifact as a group. Consider your design heuristics through this process. How do each of your design choices draw from these heuristics or contribute to the experiences of users/audiences? Dream big!