Play the system on paper

Use two to four paper states. In groups of three, rotate visitor, paper computer and observer so every project is tried. In pairs, swap after one run. The operator records actions just after each test.

Visitor's task
Give a goal without naming the control or route.

Starting state and success
What is on the table at the start? What visible outcome counts?

First run of your own project · 14:40–15:25

Action, words and outcome
Record the first move, a hesitation or exact remark, any help and the state reached. Use a participant code.

Earlier state
Sketch or annotate the detail the visitor encountered.

Revised state
Change one detail. Mark it so someone else can see the difference.

Why this change?
Which observation from the first run led you to it? What do you predict now?

16:20 · Repeat the task with a fresh visitor
After revising one detail, keep the start and task fixed. Which control did they use? What help was needed? In groups of three, rotate again so everyone can retest.

IDEO.org · Prototype Report Card worksheet (PDF)