



# The Dinner Table

## *Assignment #14 Prototype Testing Plan*

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# Prototype Testing Plan



**Dinner Table**  
The family togetherness toolkit

## The Dinner Table

November 10, 2021

### Hypothesis:

The aspects of the final solution that we are testing:

Is it serving the purpose of facilitating communication, trust and awareness?

Is conversation happening?

Testing the rules of the games

Are the games fun to play?

Are they able to get over barriers?

Will the games be played again?

### Assumptions

Here are the assumptions that we want to test:

That the toolkit is the best product to meet the purpose

That it is developing soft skills such as communication, persuasion, planning, strategizing and cooperating

That it is improving the parent children connections

Each game can be played in 7-10 minutes

Instructions of the game are easy to understand

There is enough incentive for families to invest their time & money on this toolkit

### Format

#### Activity 1: **Show me your Face Game** 15 Minutes

1. Teams: 4,3,3,2 participants
2. Everyone has to assemble various facial features to make a completed face as an artwork
3. Your goal is to create as many artworks as possible
4. If you do not have particular elements, you trade it with your team mates
5. Make up a story for each artwork you create and get the other people in the team to rate it from 1-10, the average rating will be the final price of the artwork (The total price is the sum of the final price of all artworks)
6. Any extra part left will deduct 1 from the total price
7. The person who has the most points wins

#### Activity 2: **The Table Talk Game** 15 Minutes

1. Teams: 4,3,3,2 participants
2. There will be two piles of cards
3. Pile 1: 1 point
4. Pile 2: 5 points
5. Players will take turns Reading and answering cards
6. Timer will be set to ensure rapid fire style of answering questions
7. Who ever has the most points wins the game

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### Volunteer Set A

1. Zainab
2. Anamika
3. Sharvari
4. E

### Volunteer Set B

1. Madhura
2. Soumil
3. Sara
4. Brielle

## What do we need to design?

### Activity 1: Show me your Face Game

1. Three base face cards
2. Nine expression cards for each expression

### Activity 2: The Table Talk Game

1. Two set of question cards

## Who is responsible for what?

1. Instructions and rules: **Madhura, Brielle**
2. Distributor of cards and assets: Volunteers set A
3. Observer: Volunteers set B

1. Instructions and rules: **Sara**
2. Distributor of cards and assets: Volunteers set B
3. Observer: Volunteers set A