05

Test

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This section change guide will support practitioners in the **fifth stage of the Design Thinking model: test.** In the previous stages the community need have been collected (Empathize), focused (Define), identified (Ideate) and prototype (Prototype). Now it is time to test the solution that could favor the social change process.

Also in the test phase we can have an iterative process in wich a new design thinking for social change process can re-start. Testing is an iterative element of the design thinking for social change process that provides you with feedback based on thorough prototype testing. Testing seeks to understand what works and what doesn't, and then iterate. This entails returning to your prototype and revising it in response to user input. Testing guarantees that you return to the essential basis of design thinking - empathy for community members and creating for their needs.

Designers must be mindful of what they are testing. Instead, then asking, "I'd like to test my prototype," designers could ask, "I'd like to find out if elderly people can schedule doctor appointments using my prototype." Identifying the correct target audience is also critical for prototype testing. Writing the Summary points is important to collate all the feedback.

Activities	Tools to Use	Deliverables
1. People testing	• Briefing checklist	• People feedback
2. Observation	• Interview checklist	• Observation
3. Picture-taking	• Observation checklist	• Evaluation map
4. Evaluation	• Prototype to test	• Proposed refinement
5. Discussion	• Space, table, chair, notepad	• Discussion summary

01 People Testing (*Face to face*)

People testing in the context of social change involves gathering feedback from individuals who are impacted by the issue being addressed. This can be done through interviews, surveys, or focus groups. The deliverable for this activity is a **list of people's feedback**, which can be used to guide the development of solutions that address the needs and concerns of the community.

02 Observation *(Face to face, online and blended)*

Observation involves observing the community or individuals impacted by the prototype. This can be done through field observations, ethnographic research, or other methods. The deliverable for this activity is **observation feedback**, which can provide insights into the lived experiences and challenges faced by the community, as well as identify opportunities for intervention.

03 Picture Taking *(face to face)*

Picture taking in the context of social change involves taking photos or other visual documentation of the prototype that is testing, as well as any interventions or solutions being developed. The deliverable for this activity is an **evaluation map**, which is a visual representation of the prototype evaluation. This can be used to engage stakeholders, identify areas for improvement, and guide the refinement of the solutions.

04 Evaluation (face to face, online, blended)

Evaluation in the context of social change involves analyzing the impact of interventions and solutions developed to address the issue at hand. This can be done through surveys, data analysis, or other methods. The deliverable for this activity is a **proposed refinement,** which outlines changes that should be made to the intervention or solution based on the evaluation. This can help to ensure that the intervention is effective and meets the needs of the community

05 Discussion (face to face, online)

Discussion in the context of social change involves engaging stakeholders and community members in conversations about the issue being addressed and the proposed solutions. The deliverable for this activity is a **discussion summary,** which can be used to identify areas of agreement or disagreement, as well as to guide the refinement of the solutions. This can help to ensure that the solutions are responsive to the needs of the community and are implemented in a collaborative and inclusive manner.