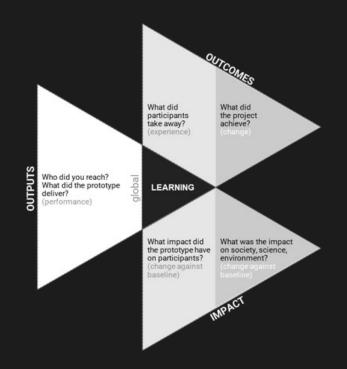
The Open Prototyping INTERPRET Tool

In the Interpret stage of Open Prototyping, data and observations gathered during the project and through the engagement of users are synthesised into a set of insights to drive future projects, technologies and practices.

These insights can be widely disseminated to publics, practitioners and policy makers through relevant formats and channels to inform their work and knowledge on the themes.





Purpose of the tool

The tool enables you to come together with your crossdisciplinary team to review the projects' journey and develop insights on its current and future outputs, outcomes and impacts.

What does it do?

The tool maps the value from the project inputs towards impact using an impact logic modelling approach.

How to use it?

STEP 1: Define the outputs and outcomes.

The outputs are measurable engagements with the prototype development and display, whereas the outcomes are the effects of these engagements. Has the project prompted any changes in current or future practices, activities, knowledge or feelings across in your stakeholders?

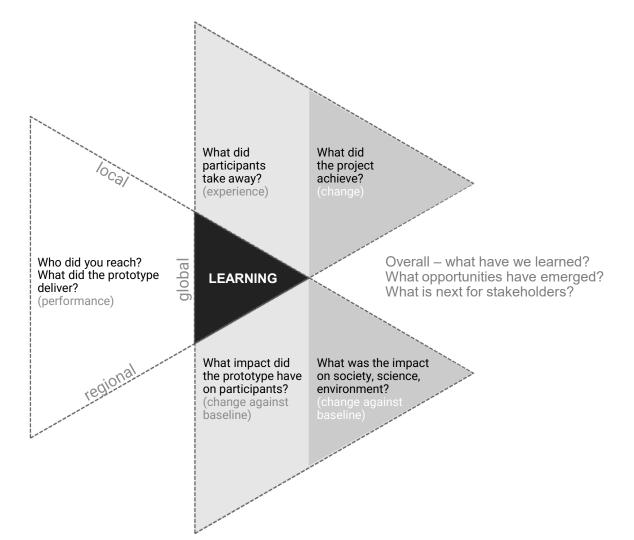
STEP 2: Articulate impact.

By bringing together outcomes and outputs, summarise the impact of the project.

STEP 3: List and disseminate insights and recommendations

for future projects. What were the emerging challenges and how were they addressed? What did you learn? What worked? What was not so effective? What would you do differently?

The Open Prototyping INTERPRET Canvas



How do you capture outputs?

By answering the prompts in each field you will be able to assemble together a sheet of information and structure that information in order to build insights about the project impact and insights to share.

This can help you and your team to reflect on the outcomes of the project and the prototype, assess the successes and shortcomings of the process, and the presentation and reception of the prototype.

You can use this sheet to communicate your project impact and findings to relevant audiences.

	E THE INPUTS PROJECT?	WHAT WERE THE OUTPUTS?	WHAT WERE THE OUTCOMES?	WHAT IS THE IMPACT?
resol	urces	activities	behaviour	societal / cultural
	ork	artefacts	innovation	scientific / technical
partic	ipants	engagements	appreciation	personal / community
open prototyping to open infrast	ructure	learning	understanding	economic / environmental