# Generative Walkthrough

## Worksheet

**Activity:**

Generative walkthroughs combine the step-by-step analysis of a design walkthrough with the generative goal of brainstorming to improve your design according to one or more design principles. Your goal is to significantly improve your design.

As in a design walkthrough, the presenter plays the complete video prototype. Then, analyze each interaction point: Does it already illustrate the specified design principle? How can you apply the principle to improve the interaction?

| **Generative walkthrough** | | | | | | |
|---|---|---|---|---|---|---|
| Group: | | Project: | | Date | | |
| Presenter: | | | Scribe: | | | |
| Principle: | (Instrumental Interaction) | | | | | |
| Interaction point | Comments | | | | | |
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