



**Map connections**  
Plot out all of the component parts and people in your idea, and how they relate.  
*Helps leaders: Understand dependencies in a complex system.*



**Create a storyboard**  
Map the key moments of your idea as a journey—featuring a customer, employee, executive, or other stakeholder.  
*Helps leaders: Identify gaps and opportunities in an experience.*

### 3. Choose a prototyping method:

- a space
- a product
- a value
- a feature
- a brand
- a system
- a behavior
- a process
- a ritual
- an experience

*e.g., A space where my team can collaborate in new ways.*

### 2. To solve this problem, I am going to prototype:

# Prototyping for leaders

**Great leaders get ideas out of their head and into the world. Give it a shot.**

### 1. A problem I'm trying to solve right now:

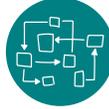
*e.g., I'm trying to get my team to work better together.*

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fold first ↶



**Diagram it**  
Visualize the flow of activity or information through all the phases of your idea, taking the entire system into account.  
*Helps leaders: See friction, unforeseen connections, and areas for improvement.*



**Write a narrative**  
Tell the story of your idea using a customer, teammate, or employee as the hero.  
*Helps leaders: Explore what success looks like and practice building belief in an idea.*



**Sketch it**  
Capture the essence of your idea visually. Be as literal or abstract as you like.  
*Helps leaders: Flesh out complex and intangible ideas, so others can get on board.*



**Do quick math**  
Make some quick-and-dirty calculations for the ballpark financials of your idea.  
*Helps leaders: Understand inputs and outputs, and plan for financial implications.*

### 4. Unfold this booklet and use the space inside to start prototyping. And remember:

- Keep your prototype rough, cheap, and fast.
- Stay true to your intent, but flexible about ideas.
- Share with your team early and often.
- Use feedback to iterate, iterate, iterate.
- Embrace mistakes... That's the point!