

Things to Think About When You Make Stuff

This book is a comprehensive guide to the creative process, from ideation to execution. It covers everything you need to know to make your creative projects a success.



Title Pending: Things I Think About When I Make Stuff

by Justin McRoberts

★★★★☆ 4.9 out of 5

Language : English

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Text-to-Speech : Enabled

Screen Reader : Supported

Enhanced typesetting : Enabled

Word Wise : Enabled

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Lending : Enabled



Whether you're a seasoned pro or just starting out, this book will help you:

- Generate great ideas
- Develop your ideas into prototypes
- Test your prototypes and get feedback
- Launch your finished product

This book is packed with practical advice, exercises, and case studies. It's the perfect resource for anyone who wants to make their creative dreams a

reality.

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Chapter 1: Ideation

The first step in the creative process is ideation. This is where you come up with the ideas for your project.

There are many different ways to generate ideas. Some people like to brainstorm with others, while others prefer to work alone. There are also a number of different brainstorming techniques that you can use.

Once you have a few ideas, it's important to start narrowing them down. Ask yourself the following questions:

- Is this idea unique?
- Is this idea feasible?
- Is this idea something that I'm passionate about?

Once you've answered these questions, you should have a good idea of which idea to pursue.

Chapter 2: Prototyping

Once you have an idea, it's time to start prototyping. This is where you create a physical or digital representation of your idea.

Prototyping is an important step in the creative process because it allows you to test your idea and get feedback from others.

There are many different ways to prototype. You can use sketches, models, or even computer simulations.

Once you have a prototype, it's time to test it out. Ask yourself the following questions:

- Does the prototype work as expected?
- Is the prototype easy to use?
- Is the prototype visually appealing?

Once you've answered these questions, you can make any necessary changes to your prototype.

Chapter 3: Testing

Once you have a prototype that you're happy with, it's time to start testing it with users.

Testing is an important step in the creative process because it allows you to get feedback from users and make sure that your product meets their needs.

There are many different ways to test your product with users. You can conduct user interviews, user surveys, or even A/B testing.

Once you've collected feedback from users, it's time to analyze the data and make any necessary changes to your product.

Chapter 4: Launch

Once you've tested your product and made any necessary changes, it's time to launch it.

Launching a product can be a daunting task, but there are a few things you can do to make it easier.

- Create a marketing plan
- Build a website
- Get your product into stores
- Promote your product through social media and other channels

Launching a product is a



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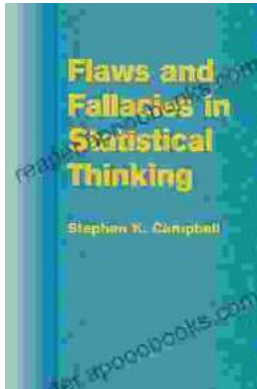
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