

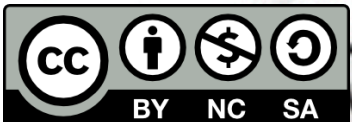


Using a Design Thinking Model

Content reused from:



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Find a partner to work with and choose something from their typical day to redesign (e.g. their lunch break). Before you start, take a minute to reflect about your own experience, and chart it below.



YOUR Redesign your partner's experience.
MISSION: Start by gaining empathy for your partner.

1. Interview

Notes from your first interview

2. Dig Deeper

Notes from your second interview

Reframe the problem

3. Capture findings

Goals and Wishes:

What does your partner need to accomplish?

*use verbs

Insights: New learnings about your partner's feelings and motivations. What's something you see about your partner's experience that they maybe don't see?*

*make inferences from what you heard

4. Take a stand with a point-of-view



partner's name/description

needs a way to

user's need

because (or "but ..." or "Surprisingly ...")

[circle one]

insight

Ideate: generate alternatives to test

5. Sketch at least 5 radical ways to meet your user's needs



write your problem statement above

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6. Share your solutions with your partner & capture feedback

Notes

Iterate based on feedback

7. Reflect & generate a new solution

Sketch your big idea, note details if necessary!

Build and test.

8 Build your solution.

Make something your partner can interact with!

9 Share your solution and get feedback.

✚ What worked...

▀ What could be improved...

? Questions...

! Ideas...

Reflect on your work.

10 Headline TWO next steps

From Step 9 feedback, what are TWO aspects you would prototype next?

1)

2)

11 Redefine your point-of-view

How does your interaction alter your P.O.V. from Step 4? Craft a new P.O.V. informed by testing.