DESIGN THINKING CHALLENGE

Redesign _____



START BY GATHERING EMPATHY

1. Interview 7 min (2 sessions x 3.5 min each)	2. Uncover More 6 min (2 sessions x 3 min each)
Notes from your first interview	Notes from your second interview
switch roles & repeat	switch roles & repeat

REFRAME THE CHALLENGE

3. Capture Findings (3 min)
NEEDS (things your partner is trying to do - use verbs)
INSIGHTS
(new learnings about your partner's feelings/perspective to inform your design - make inferences from what you heard)

4. Define Challenge Statement (3 min)				
name your user (preceeded by multiple adjectives)				
NEEDS A WAY TO				
need (what he or she is trying to do)				
SURPRISINGLY/BECAUSE/BUT				
insight (explains why)				

IDEATE: GENERATE ALTERNATIVES FOR GATHERING FEEDBACK

5.	5. Sketch at least 5 radical ways to meet your user's needs (5 min)					
					_	
					-	
					-	
	challenge statement (copy this from part 4)					
6	Share your proposed s	olutions and canture feedh	pack 10 min (2 sessions x 5 min each)			
	Silaic your proposed s	olucions and capture recap	TO THIS (2 Sessions & 5 This each)			
				switch ro	lles & repeat sharing	

ITERATE BASED ON FEEDBACK

7. Reflect and generate a new proposed solution (3 min)

Sketch your big ideas; note details if helpful	

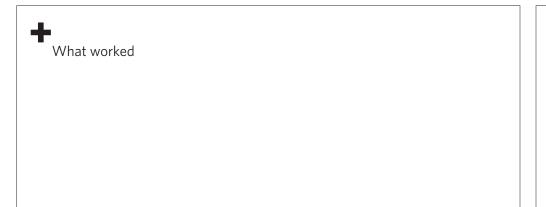
BUILD AND GATHER FEEDBACK

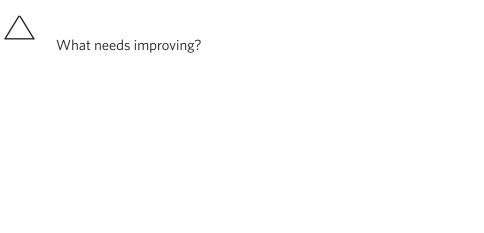
8. Build your solution.

7 min Create a tangible "something" your partner can interact with

9. Share your solution and get feedback

8 min (2 sessions x 4 min each)









REFLECT ON YOUR EXPERIENCE

10. Review your process; identify new insights, lessons learned, etc.

Capture your ideas from discussion here	

THE DESIGN PROCESS

