

The Design Thinking Process is a great way for me, as an aspiring game developer, would need and use in the future as a guide to follow when developing a game or a program. It serves as a reminder for me to prioritize the needs and wants of the user, not my own interest. This helps because the users are the ones that would use, or in this case, play, the product that I would develop, so thinking of them as a priority will greatly influence the success of the product. The steps to be followed in the Design Thinking Process are both fluid and progressive as it tackles everything you need to do to gather all that you need before and during the process of making a product. By following these steps, I am less likely to lose track of what I am supposed to do and what I should be prioritizing at that moment. Prototyping is also an important step as it helps me visualize what the product should look like and what I could improve on to make it more appealing. It also helps me focus on the core components of the product because it is not completely detailed and aesthetically pleasing yet so I can easily identify which of the features needs improvement or what else could be added to make the product better.