

Design Thinking is a process or a way of thinking that helps the developer or designer connect more with the user through the steps of: Empathize, Define, Ideate, Prototype, and Test.

Steps:

- **Empathize** – this is when the developer should think like a user and identify what issues would the user encounter. The developer should identify which problems are available and what could be done to minimize or avoid these.
- **Define** – this is when the developer decides which issues should be prioritized based on what they have gathered on the previous step.
- **Ideate** – this is when the developer decides on the actions or features to be implemented to solve the problems that were highlighted on the previous step. The developer will come up with different ideas and possible solutions in this step.
- **Prototype** – this is when the developer proceeds to make a temporary visual representation of what the final product would look like. In this step, the developer may be able to find a different way to approach the problem or identify problems that the user may experience when using the product and create improved iterations.
- **Test** – this is when the developer or the user uses the product to determine if it helps to solve or minimize the problems that were initially found in the first steps. Based on the user's response, the developer may need to improve on the product.

Design Thinking is generally a guide for the developer when identifying problems and creating solutions for the users. It focuses more on the functionality of the product rather than the aesthetic appeal; if it makes the user more efficient or encounters less problems when using the product.