Design thinking for innovation

Assignment 1- Designer Mindset

Design Brief of the Product:

	SCOPES	DEFINITIONS
S	SITUATION AND/OR PROBLEM	**What is the SITUATION or PROBLEM that you trying to address?** Design an interactive learning platform for remote education, considering limited resources and technological barriers.
C	CONSTRAINTS	**What are the CONSTRAINTS when trying to address the situation or problem?** Limited resources, technological barriers, diverse learning paces, need for interactive engagement.
O	OBJECTIVES AND OUTCOMES	**What are the OBJECTIVES and intended OUTCOME of this design challenge?** Create an app that is an inclusive, engaging learning environment, enhances collaboration, and improves learning outcomes.
P	PEOPLE	**Who are the PEOPLE that you are trying to help? Whose problems are you trying to address?** Remote learners, educators, administrators, and stakeholders.
E	ESTIMATES	**What are the ESTIMATED resources required for this design challenge?** Approximately four months of development time, a team of two developers and one designer, access to a user testing platform, and funding for app development.
S	SCOPE	**Is there ample SCOPE to explore multiple alternatives to address the problem?**

		Explore adaptive tech, gamification, virtual collaboration, and personalized learning.
	DESIGN CHALLENGE	**Frame the problem statement into "How Might We ……..?"** How might we create a user-friendly mobile application that gives students, an interactive learning app for remote education, with unlimited resources and no technological barriers?

Summary:

When addressing the design problem of developing a mobile application to give students an interactive learning app for remote education, with unlimited resources and no technological barriers, I used the SCOPES tool to address the problem.

First, I described the situation or problem, which is the difficulty that despite there being remote education, there are very limited resources and a lot of technological barriers. I was able to effectively explain the design challenge since I understood this issue. I then thought about the limitations, such as the small budget, demanding results, and social demands. I went on to describe the goals of the design challenge, which is to develop a mobile application that will give students interactive lessons, and infinite resources, and remove all technological barriers.

To customize the app's features, students of all ages were selected as the target users. The design choices were decided by an understanding of their motivations and difficulties. Realistic planning and budgeting were made possible by calculating the resources needed, including development time, team makeup, and funding. Analyzing the scope of the design challenge showed other possibilities for research, such as implementing task scheduling, tracking progress, providing study materials, and social support features into the app.

Finally, framing the problem statement as a "How Might We" question- "How might we create a user-friendly mobile application that gives students, an interactive learning app for remote education, with unlimited resources and no technological barriers?". Overall, by using the SCOPES tool's structured approach, I was able to carefully examine the problem, set clear objectives, identify target users, estimate resources, assess the scope, and frame a guiding question, clearing the way for the development of an effective solution to meet the needs of students.

References:

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