

# **Design Thinking Map**

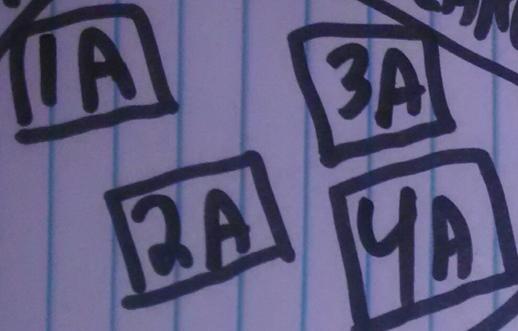
TEST  
IMPLEMENT

PROTOTYPE

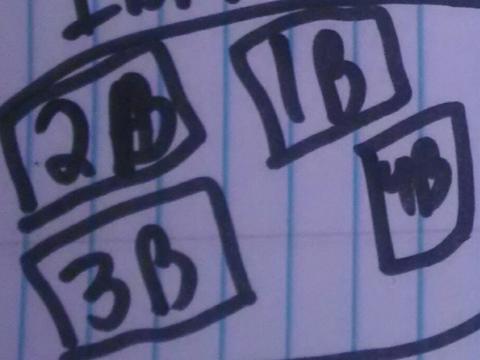
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DEFINE/RESEARCH



IDEATION



DESIGN RESEARCH  
IN IMMERSIVE  
ENVIRONMENTS

IDEATION

(1) Brainstorm

(2) Mockups

PROTOTYPE

(1) Low-fidelity  
(2) High-fidelity

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# IA IMPROVISATION

## STEPS

1. ~

2. ~

3. ~

## TIPS / TIPS

1. ~

2. ~

C

CHEAT GUIDE

SMALL TEAM

1A, 2C, 3B, 4A

LARGE TEAM

SMALL TEAM

1L, 2A, 3B, 4B

REMOTE

TEAM

1D, 2D, 3I, 4P

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