

#TASK 6

Design Thinking Board



1. Empathise

- **Objective:** Understand the users and their needs.
- **Methods:**
 - User interviews
 - Surveys
 - Observations
- **Key Insights:**
 - List of user pain points
 - Quotes from users
 - User personas

2. Define

- **Objective:** Clearly articulate the problem you are solving.
- **Problem Statement:**
 - Write a clear, concise problem statement based on insights from the Empathise phase.
- **Focus Areas:**
 - What are the key challenges?
 - Who are the primary users?

3. Ideate

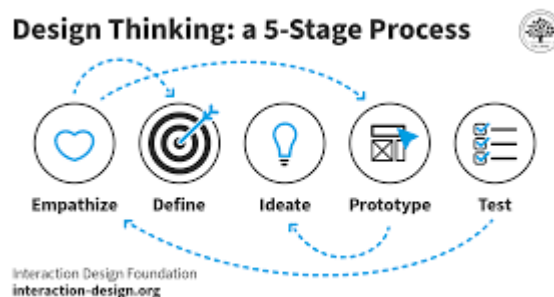
- **Objective:** Generate a range of ideas and solutions.
- **Techniques:**
 - Brainstorming sessions
 - Mind mapping
 - Crazy 8s
- **Ideas List:**
 - Capture all ideas, no matter how wild.
 - Prioritise ideas using dot voting or impact-effort matrix.

4. Prototype

- **Objective:** Create low-fidelity representations of solutions.
- **Prototypes:**
 - Sketches
 - Wireframes
 - Mockups
- **Feedback Loops:**
 - Outline how you'll gather feedback on prototypes.
 - Identify key metrics to assess usability.

5. Test

- **Objective:** Validate the prototypes with users.
- **Testing Methods:**
 - User testing sessions
 - A/B testing
 - Usability testing
- **Results and Learnings:**
 - Document user feedback.
 - Identify what worked and what didn't.



Additional Elements

Timeline

- Create a timeline to outline key milestones and deadlines for each phase.

Team Roles

- Assign roles for team members in each phase (e.g., facilitator, researcher, designer).

Tools and Resources

- List tools you'll use (e.g., design software, project management tools, survey tools).

Visual Layout

- Use sticky notes, diagrams, and visuals to make the board engaging and easy to understand.
- Consider colour-coding sections or using icons to represent different phases.

Reflection

- Reserve a space for notes on what you learned and how the process can be improved for future projects.

This board will serve as a living document that evolves with your project, keeping everyone aligned and focused on user needs throughout the design process.

