

Design Thinking is a mindset that aims to better connect the designer towards the user and has a process with 5 steps namely Empathize, Define, Ideate, Prototype, and Test.

- Empathize is the step where you put yourselves into the shoes of the user to have a better grasp of what is needed and wanted by the users.
- Define is the part where the designer decides what their needs and wants are by analyzing the results of step one.
- Ideate is when the designer starts to put together their ideas and points from the Define stage mixing and matching different elements and arranging them as they should be, depending on what they understood through the first two steps, to have a basis on what they are going to create.
- Prototype stage is where the ideas done in the Ideate stage come to life, this is when designers will create different versions of their ideas hence "Prototype".
- Test stage is when the prototypes would be put into work, this stage is to see whether their idea works or not. Best if done by an actual user.

As discussed, these steps are done for the designer to know more about the user to be able to deliver the best product that they can muster. This is what separates a designer from a creator, a creator plays by the books on what is to be done in order to solve a problem while a designer thinks of creative and different ways to solve a problem. Designing isn't just about making things aesthetically pleasing and organized for the user, it's also about fully understanding the problem and acting accordingly, almost boiling down to the specifics in order to answer the problem or needs. You can make a bag and make it as beautiful as you can but without an opening to store things in it. It would be aesthetically pleasing, but badly designed. My best example of this on an application would be the Twitter mobile app, before it had the different icons located at the top and they switched this to being at the bottom. At first it was weird as everyone was used to it being at the top, however this didn't make sense as when you hold your phone four of your fingers are behind while the thumb is in-front but at the bottom. Then it made sense as now Twitter is easier to navigate with one hand. Another is the newly updated YouTube interface, the comments have been moved up so that users will find it easier to access the comments as you don't have to go through all the recommended videos, I was also thrown off at first, but needing to adjust is better than inconvenience.