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INFO 200

Response to Design Thinking

In the reading, it mentions that design thinking mainly has five characteristics:

1. Empathy;
2. Integrative thinking;
3. Optimism;
4. Experimentalism;
5. Collaboration;

The traditional idea/though of those people outside design realm miss these five characteristics. Empathy means that the products should be what people desired and meet their explicit or latent needs. Integrative thinking quite fits to the traditional though of making a product look better. However, integrative thinking requires to find confounding problem and create novel solutions that would improve on existing alternatives, which makes a different. There’s quite nothing to talk about optimism, but just to provide at least one solution to the current problem. Experimentalism is to expand post questions and explore constraints with creativity. Last but not least, collaboration requires a variety of people to cooperate and assemble their own experiences together.

In the video for shopping cart redesign, there are people in realms of engineer, linguistic and biology, etc. They all have their own aspect in this project of shopping cart redesign.

When people think of a "designer" they often imagine someone in a black turtleneck who makes already-designed products look more pretty. How does this differ from the portrayal of design thinking and user-centered design in the article by Tim Brown of IDEO and the shopping cart redesign video? Use one of the examples from the article or video to help explain how user-centered design is much more than making products look attractive.

In addition, they find various problem of shopping cart that are currently suffering those “users”; for instance, they find that current shopping cart is hard to turn 90 or 180 degrees, so they find a solution to resolve this drawback.

My list

Three things you have designed:

1. An adventure game, Stalker, published on Steam. It is a story which depends on the players’ choices. They may meet a patient with heart disease, but in to achieve the final goal of the game, they may ignore his heart attack and doesn't provide help, etc.
2. A website which publishes the information of NetBit Game Jam, which is an event held by my RSO. It briefly provides background of game jam as well as our RSO. It also posts our contact info, event dates and schedule.
3. An automation for my internship at AMD. It is designed to reduce redundant work demanded from the testing line for their GPU applications. I develop it to be available to anyone that don’t have programming skills and can be easily further developed by a programmer with several Python basic knowledges.

Two things that are or could be designed but aren't typically thought of as being "designed":

1. Garage/Parking manage system. Which can provide information of a public parking area such as spaces remained on each floor, etc.
2. Wheelchair. Most wheelchairs can’t ride on stairs, and even can be operate by their users.