

Start here. Brainstorm with stickies, pull it over to the right to start your experiment.		Experiments	1	2	3	4	5
Who is your customer? Be as specific as possible. <div>Time Limit: 5 Min</div>		Customer	Students moving to Aberdeen.	Students moving to Aberdeen.	Students moving to Aberdeen.		
What is the problem? Phrase it from your customer's perspective. <div>Time Limit: 5 Min</div>		Problem	I don't like the existing navigation bar	I don't like the navigation bar on the right	I don't like the navigation bar on the left		
Define the solution only after you have validated a problem worth solving. <div>Time Limit: 5 Min</div>		Solution		Move navigation bar to the left	Move navigation bar to the top		
List the assumptions that must hold true, for your hypothesis to be true. <div>Time Limit: 10 Min</div>		Riskiest Assumption	Students don't like the existing navigation bar.	Students don't like the navigation bar on the right.	Students don't like the navigation bar on the left.		
Need help? Use these sentences to help construct your experiment.		Method & Success Criterion	Prototype, survey 8/10 must agree to pass.	Prototype, survey 8/10 must agree to pass.	Prototype, survey 8/10 must agree to pass.		
To form a Customer/Problem Hypothesis: I believe <u>my customer</u> has a problem <u>achieving this goal</u> .	To form a Problem/Solution Hypothesis: I believe <u>this solution</u> will result in <u>quantifiable outcome</u> .						
To form your Assumptions: In order for <u>hypothesis</u> to be true, <u>assumption</u> needs to be true.		GET OUT OF THE BUILDING!					
To identify your Riskiest Assumption: The assumption with the least amount of data, and core to the viability of my hypothesis is...		Result & Decision	Success. Move navigation bar from bottom to the right	Success. Move navigation bar from right to the left	Success. Move navigation bar from left to the top		
Determine how you will test it: The least expensive way to test my assumption is...		Learning	Implement change on prototype.	Implement change on prototype.	Implement change on prototype.		