

Objective: Walk through the steps of design thinking to solve a simple, real-world problem. This template can be applied to any context.

Solve Korea aging population

Step 1: Empathize

Goal: Understand the problem from the user's perspective.

Korea is aging and will die out in the next 100 years.

Instructions: Talk to your teammates and answer the following guiding questions. Record the answers on your paper.

Guiding Questions:

Who is experiencing the problem? ***Korea population is experiencing the problem, future generations, government, military, labor. Economy.***

- What are their needs and goals? ***Have more kids,***
- What challenges or frustrations do they face? ***Expensive life, School system, women under too much pressure.***
- What emotions are involved? ***Fear, depression, anxiety, under pressure.***
- What would success look like from their perspective? ***School system improved, less expensive to raise children, less pressure on women,***

List user needs, feelings, frustrations, and observations below:

Step 2: Define

Goal: Create a clear and focused problem statement.

Instructions: Summarize the user's need in one sentence that defines the problem you're solving.

South Korea needs to face aging and a low birth rate.

Guiding Questions:

- What specific problem did you discover? ***Korea aging population***

- Who is affected by this problem? **The future generations of Korean**
- Why is this problem important to solve? **Keep Korea from being extinct in the future, keep economic growth.**

Problem Statement Format: "[User] needs [a way to solve the problem] because [reason]."

Write your problem statement below:

South Korea needs to increase the birth rate to survive in the and continue the economic and global development of the country.

Step 3: Ideate

Goal: Generate a wide range of possible solutions.

Instructions: Work as a group to list as many ideas as possible. Be creative and avoid judging ideas at this stage.

Guiding Questions:

- What are all the possible ways to solve this problem? **Requisition of men and women to produce babies. Battle family pass reward system. Law obligation of birth by family.**
- What unconventional or creative ideas could work? **Battle family Pass.**
- How could you make the user's experience better? **Creating a live application with details of the statistics.**

Write your ideas below: **Family Battle Pass**

Step 4: Prototype

Goal: Create a simple representation of your best idea.

Instructions: Choose your favorite idea from the list and draw a rough sketch of how it would work. This can be a diagram, drawing, storyboard, or written description.

Family Battle Pass

WEBSITE BETA :

Guiding Questions:

- What are the key parts of this idea? ***The winning steps are the key parts, they can improve and increase the situation of families in society.***
- How does the user interact with it? ***The user can follow the grades of the family and see what the family can win in the future steps. They can compare family to family and a national ranking can be created.***

What are the steps from beginning to end? ***Make a kid, develop the kid in society and create others in a short amount of time, develop the family and increase the place of it in society.***