

DT-Week-9 - Notes

L1 Solve Phase 2

- 2nd iteraⁿ → 1st you did creativity
- now look at finer granularities, based on users from feedback.
- you have to, this time, only on which of things failed in user's perspective.
- generate ideas again, use TRIZ again
- after this do test 2.
- based on these ideas, check what you can implement in your prototype.