

Lesson Review

 <https://youtu.be/TqSu80ehqTc>

What we've learned

- A process called **the double diamond** that we can use to guide us through the ambiguity of early product design.
- **Guerrilla Design Tactics** to fall back on during our design process if we have limited time or budget.
- The importance of **collaboration in design** and how to ensure your stakeholders are engaged and happy with the design outputs.
- Skills and tools to run **design workshops** with stakeholders to ensure there is active participation.
- Basic research skills and techniques like **active listening** to help take large, complex primary research and make it usable in the next steps of our process.

What we'll learn next: Synthesis

- Techniques to find patterns and themes in your research data.
- How to identify opportunities and features in your themes while ensuring stakeholder buy-in.
- Ideation techniques to allow for creative exploration of solutions
- Techniques to focus your ideas into features for a digital product