Design Thinking

Design thinking process is a user centered design. It relies on empathizing with the possible users by knowing their pain points and needs. One striking thing I learned is that when defining our problem statement, we should use "how might we" because you're not really building the solution as you define the problem. I also realized that in the ideate stage, generating quantity and diversity are more needed than quality. You also need to suspend judgement in the ideate stage so everyone can voice out their ideas and to share what they think. Another thing that was striking for me was, design thinking is not linear because you can always go back to other processes when there is something need to be changed or revised with the product. It also has the principle of failing, failing fast. The fail fast is really helpful for the designers to know the problems are with their product by producing it right away after the first few processes so that the next iterations will be focusing on how to work on those problems to produce a better product than the last one.

I know that this design thinking process will be used a lot in the future and it's good to invest some time to really absorb this since it really helps and will be relevant as long as there are users that designers are developing for.r