

## DEFINE . . .

is about bringing **clarity and focus** to the design space

is synthesis of information to discover connections and patterns, which lead you to insights

is your chance, and responsibility, as a design thinker to recognize and articulate the challenge you are taking on

DEFINE ...

IS SENSEMAKING AND  
FOCUS

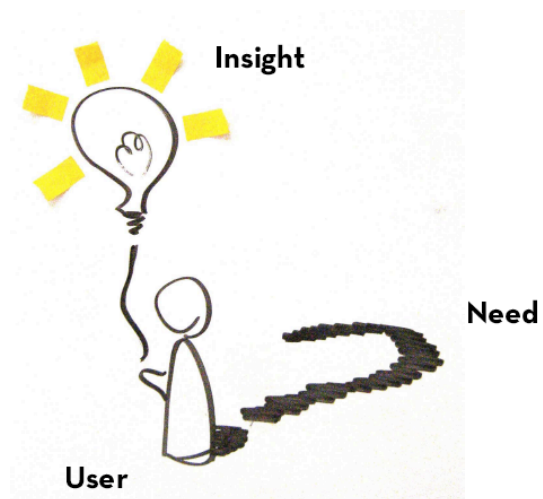
TODAY

Two things to introduce:

- Point of View
- Needs



## POINT OF VIEW



## POINT OF VIEW ...

is a concise problem statement which reframes the challenge

is your launchpad for developing meaningful solutions to a design challenge

is your guiding and grounding force as you develop your solution

## POINT OF VIEW ...

IS A COMPELLING FRAMING  
OF THE DESIGN CHALLENGE  
BASED ON YOUR NEW  
UNDERSTANDING

## POV MADLIB



[USER ... (descriptive)]

needs

[NEED ... (verb)]

because

[INSIGHT ... (compelling)]

## POV MADLIB



[USER ... (descriptive)]

needs

[NEED ... (verb)]

in a world where

[INSIGHT ... (compelling)]

## POV EXAMPLE

A teenage girl  
needs to  
eat nutritious food  
because  
vitamins are vital to good health

## POV EXAMPLE

A teenage girl with a bleak outlook . . .  
needs to  
feel socially accepted when eating healthy food  
because  
in her hood a social risk  
is more dangerous than a health risk.

## POV TIPS

- Make it specific
- Keep it short
- Retain tension and bring intrigue

## NEEDS . . .

are human emotional and physical  
necessities

capture the goals, motivations and emotions of the  
person for whom you are designing

are verbs, not nouns // opportunities, not solutions



