Problem Solving

Haven’t we done this enough?

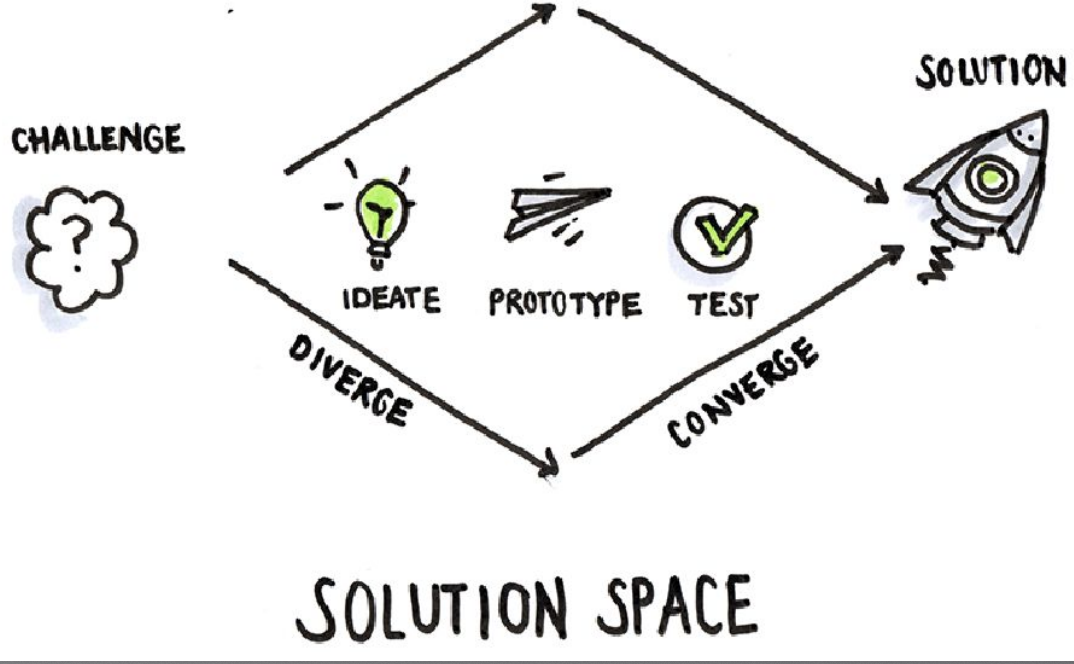
Administrative Things

- Office hours, we'll stick around after class, or by appointment
- Homework

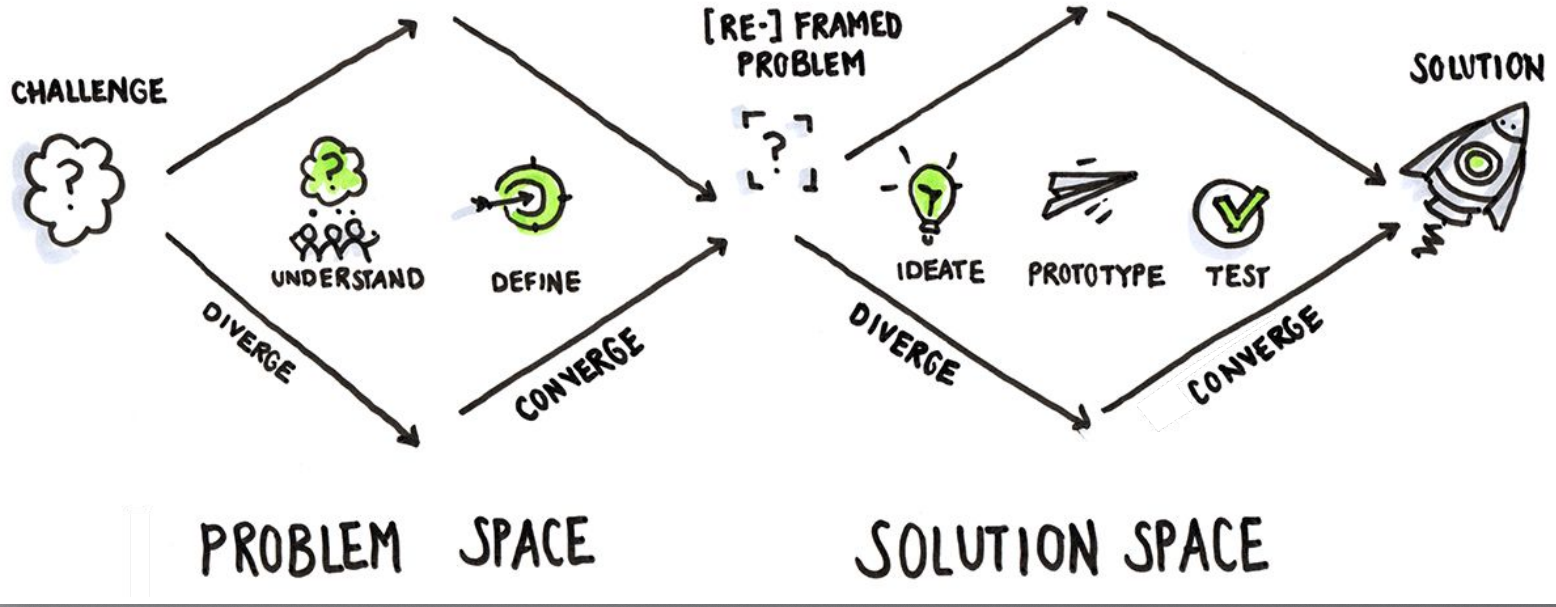
Project

- College experience
- Team-based

How we think


CHALLENGE
SOLUTION
IDEATE
PROTOTYPE
TEST
DIVERGE
CONVERGE
SOLUTION SPACE

How we should think



How we should think

- Ask WHY
- Understand the context
- Come up with a problem statement

Embrace Incubator

Design thinking activity

Material from Bevin T. Etienne, adapted from Stanford D-school

1. Interview

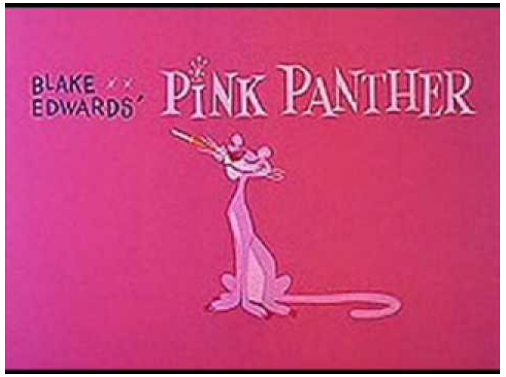
How would you redesign the college experience at UVA? Interview your partner for their thoughts.

6 min (2 sessions x 3 min each)

2. Dig deeper

Probe deeper about your partner's ideas about redesigning the college experience.

5 min 16 sec (2 sessions x 2:38 each)



3. Capture findings

Write down your partner's **needs** and your **insights** into your partner's feelings/worldview to leverage in your design?

2 min 49

4. Define problem statement

Fill these statements in to define a problem statement.

“ *insert partner name* needs a way to *insert user need* ”

“Surprisingly // because // but …”

2 min 48 secs

Ideate: generate alternatives to test

5. Sketch at least 5 *unique* ways to meet your user's needs

5 min 35 secs

6. Share your solution and capture feedback

6:44 (2 sessions x 3:21 each)

Iterate based on feedback

7. Reflect and generate a new solution (sketch!)

4 min 21 seconds

8. Build your solution

Prototype your solution

- Paper prototype is fine

Think it out!

10 min 5 sec

9. Share your solution and get feedback

Share your solution with your partner

- What worked?
- What could be improved?
- Questions?
- Ideas