

REDEFINING OUR DESIGN PROBLEM

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Our first problem statement was convoluted with solutions rather than sources of our problem. With the scope of our application cut down, recognizing that students would be incentivized to leave campus because of discounts, we decided to re-define our design problem:

"Due to **campus insularity**, UW students feel like they're **trapped** inside the U District because a large chunk of their life resides here and **they do not have a resource** that allows them to find information about events that occur exclusively outside of the U District. This is where our application comes in. Our application is designed for UW students, as with this application, **we will be informing students of fun and feasible events occurring around the Greater Seattle area**. Because college students lack financial flexibility, these events will guarantee to have **discounts specifically for UW students**."

THIRD MEETING:

(via iMessage)

Now that our application had a specified purpose, we decided to give it a name. As Chris got to work designing low-fidelity screens to test our discount idea, Michael and I began brainstorming names for our application.

