

# FINDING OUR DESIGN PROBLEM (Step 1)

1

## **First Meeting:**

Brainstorming important aspects of **COLLEGE SURVIVAL**



2

## **Project Idea:**

"University students are unaware of events happening outside of the U-district because of lack of information on these events. Students have to scavenge for these events on Google, and there just isn't one location that lists all of the events. Our solution will provide a list of events for the students to look up whenever they are available that can be accessed on an app or website. **University students need to get out of the U-district to relax the mind and tackling this problem will create new opportunities for the students.** Students will be able to socialize with other UW students who also attend these events or even share information with their own friends."

3

## **Next Step:**

### **Student Interviews**

With a project concept in mind and a rough design problem, our next step was to refine our design problem further by finding some of the root causes as to why students aren't leaving the University District and the resulting effects of this **campus-insularity**. We therefore each conducted interviews with UW students.

4