

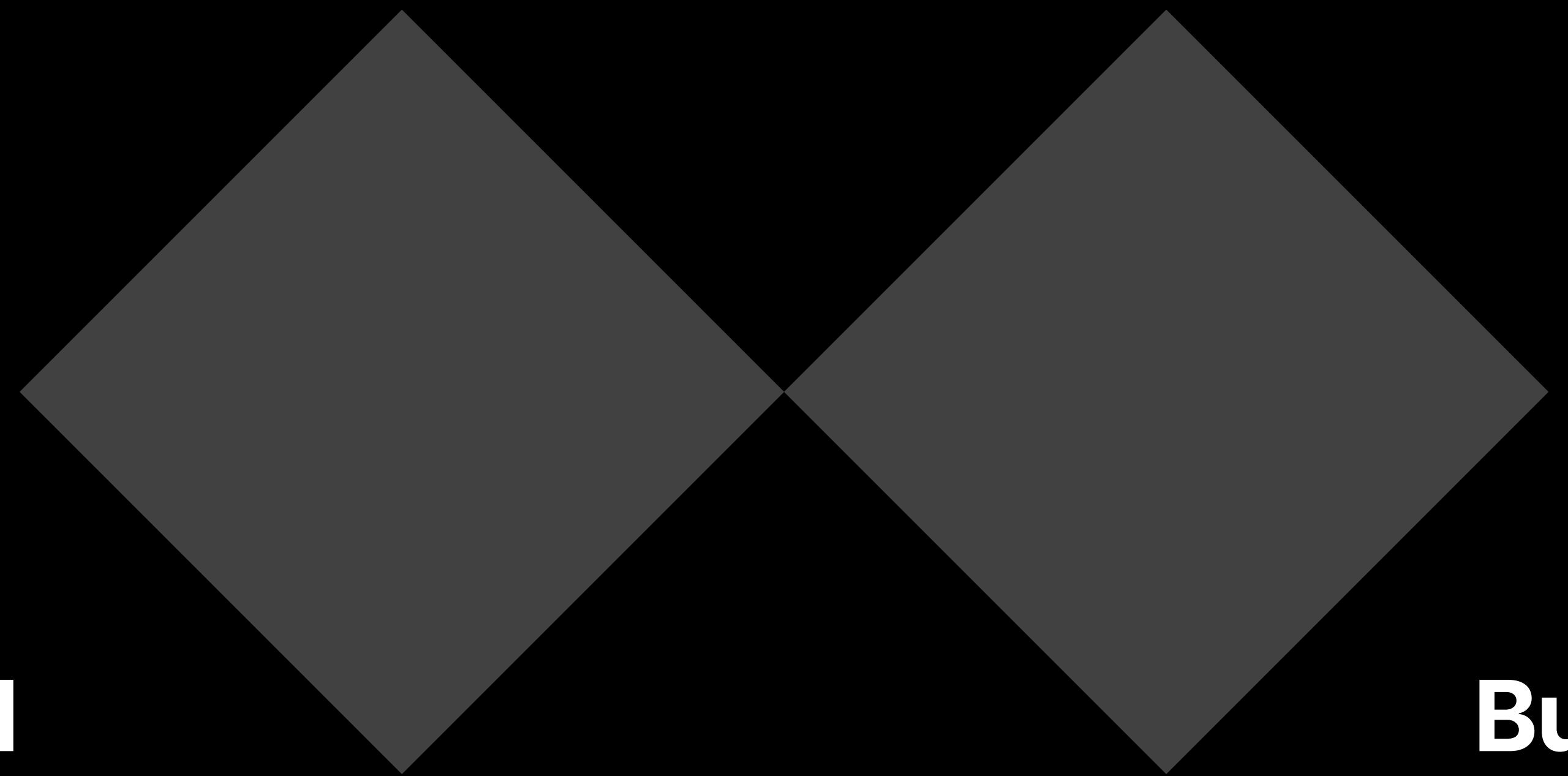
Lec 14

# Developing Solutions

Ideation, wireframing, prototyping, conceptual design, concrete design.

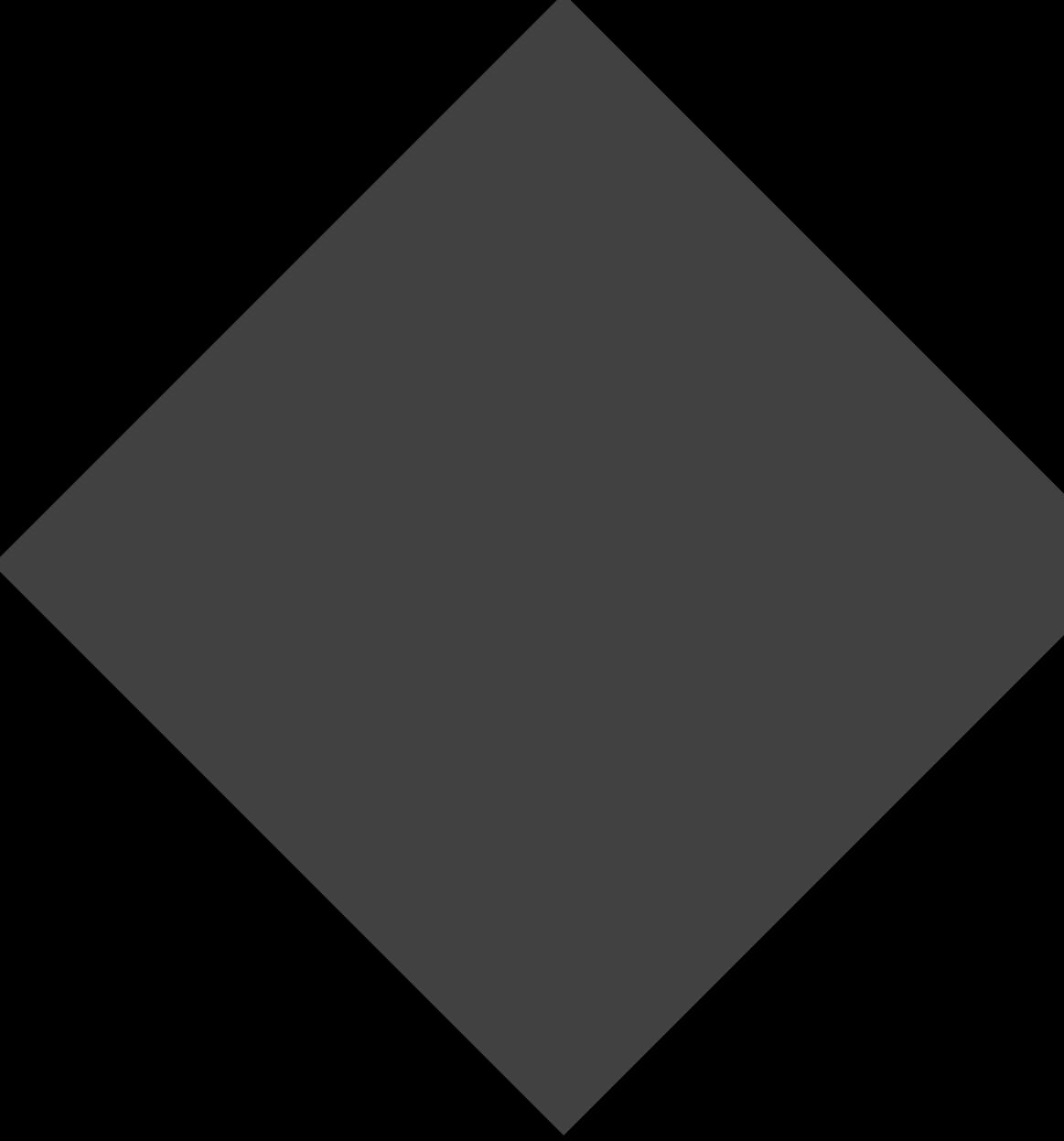
*Omar Hammad*



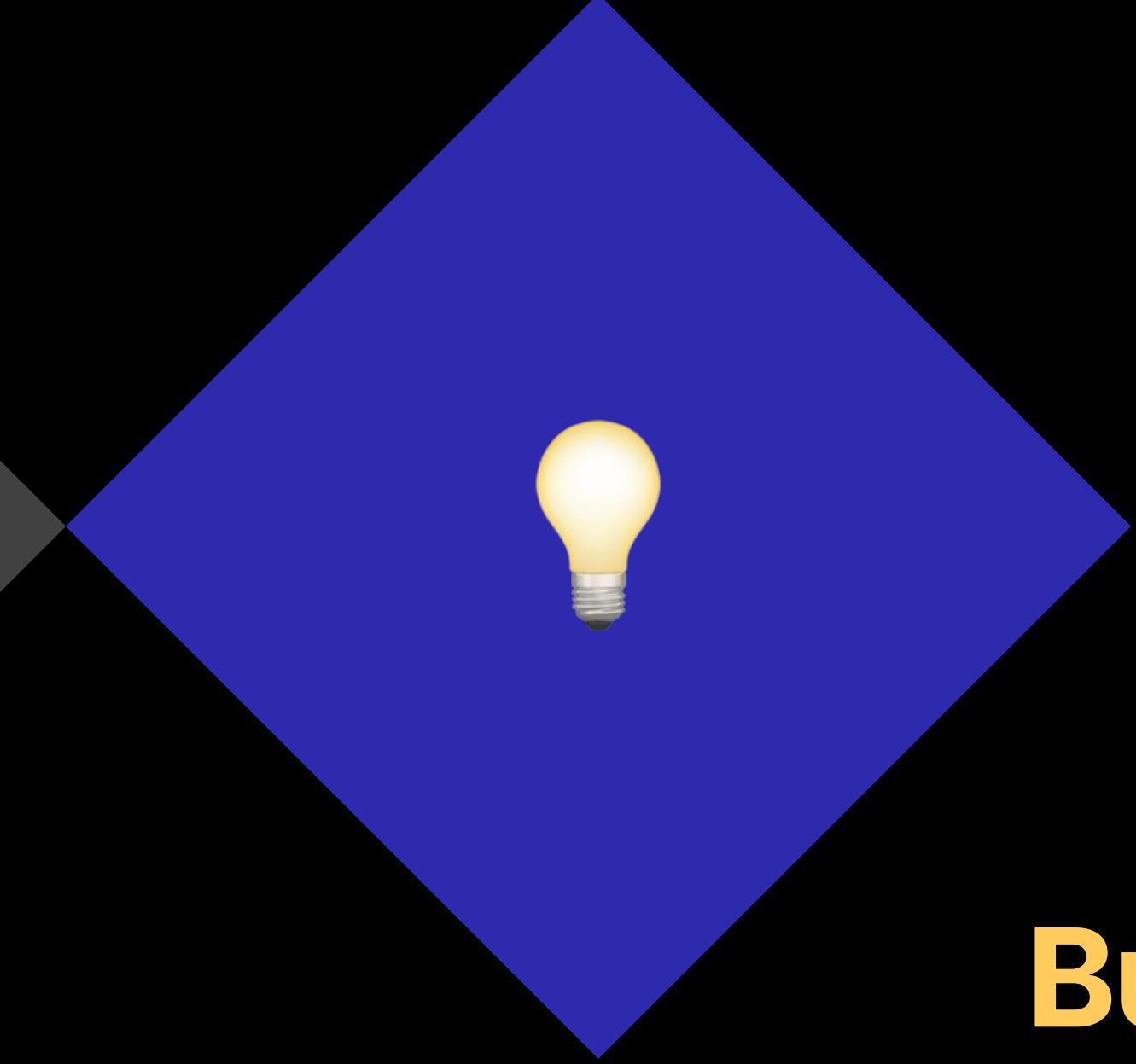


**Understand  
Problem**

**Build  
Solution**



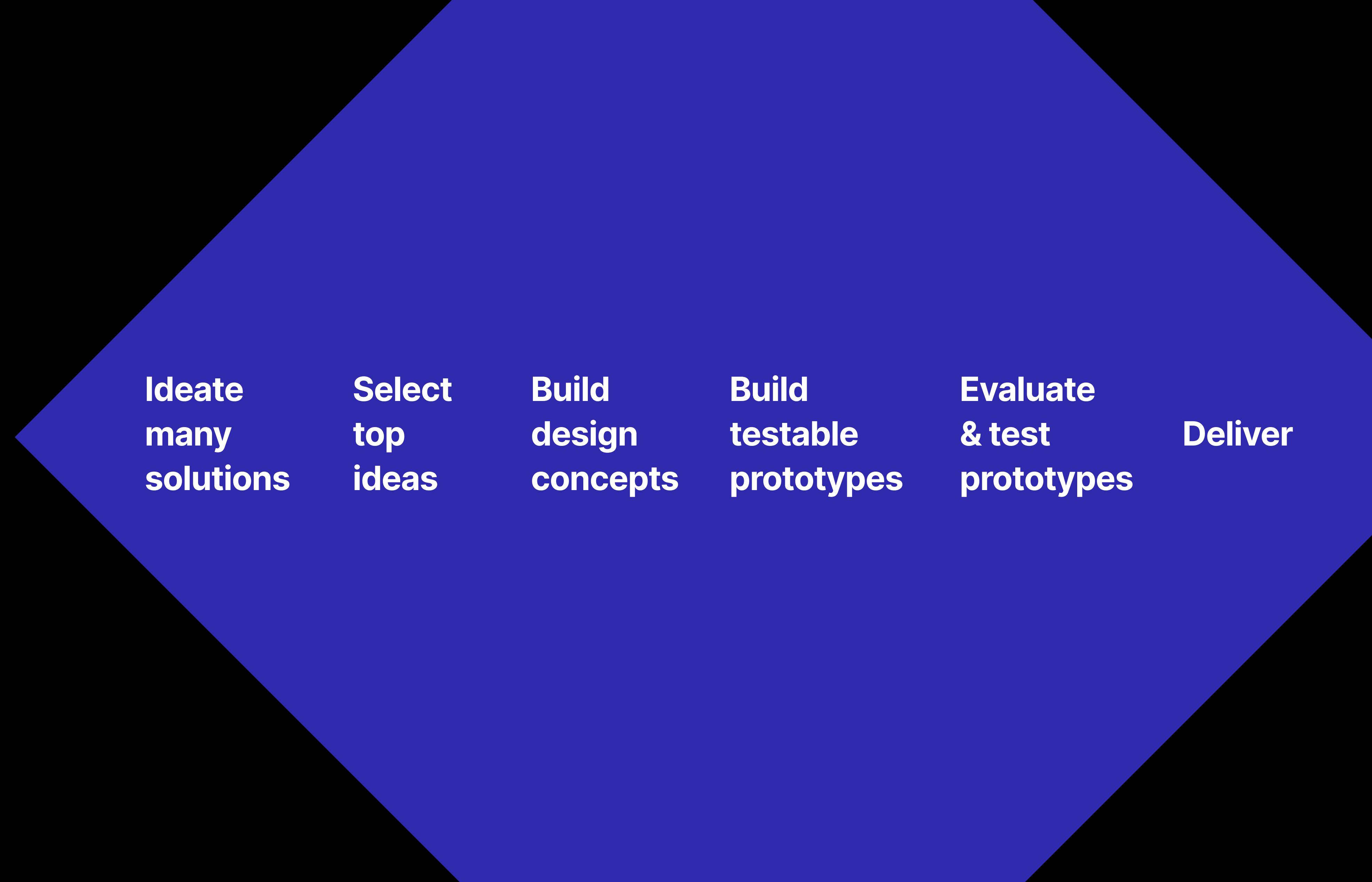
**Understand  
Problem**



**Build  
Solution**



**Well  
defined  
problem**



→

**Ideate  
many  
solutions**

**Select  
top  
ideas**

**Build  
design  
concepts**

**Build  
testable  
prototypes**

**Evaluate  
& test  
prototypes**

**Deliver  
prototypes**

# Ideation Session

- Go to FigJam Board
- Read & understand the problem
- Sketch ideas using sticky notes
- 3 Ideas / student

# Ideation Guidelines

- Generate as many ideas as you can
- No critique is allowed now (later)
- Focus on a specific problem
- Sketching is preferred (gets attention)
- Get attached to problem not solution.

# **Design Concepts Guidelines**

- No definite form
- Details of what people can do:
  - Metaphors
  - Interface type
  - Interaction details
  - Functionality

# Why do we prototype?

- Elicits discussion
- Validate assumptions
- Build to think
- To discard easily

# Prototyping Guidelines

- Decide what do you want to test
  - Look ..
  - Flow ..
  - Interaction ..
- Prototype needs to mimic the final design (mimic is enough)
- Iteration and testing is more important than perfection.

# Build using Replit

- Go to Replit.com
- Create an account
- Build a Note taking app
- Maximize: Efficiency, Richness