Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ iPad #\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

### Design Thinking Interview Activity

**Directions:** Fill out the first half of the sheet below. For the first half, think about the design thinking questions activity we did; where we played three games on Hyperpad and recorded our feedback for each game. Then create a game on Floors catered to the responses of the person you interviewed.

**Partner Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

***Step 1:*** Empathy & Define

|  |  |  |
| --- | --- | --- |
| Ask your partner...   |  |  | | --- | --- | | Things they want to see in a game | Things they don’t want to see | |

Have your partner test out your game!

**Directions:** Have your partner test out your game and ask for their feedback. What are their likes and dislikes about the game?

Feedback

***Step 3:*** Test

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Three Solutions to the Feedback:  After listening to the feedback from the person you are creating your game for, provide at least three solutions to their feedback   |  |  | | --- | --- | | 1 |  | | 2 |  | | 3 |  | |

***Step 3:*** Prototype

**Now use your partner’s feedback to continue designing the game!**

Feedback