

Need or Want? (UX)

(Pairs) Students discuss whether or not a given scenario is a need of the project or a want of someone involved in the project.

Time: 10 minutes

Core concept: The difference between a true project need and a selfish desire from a stakeholder.

Materials:

- Flashcards

Procedure:

- Students are divided into pairs.
- Each pair is given a set of flashcards
- Each card has a situation written on it. Pairs will discuss each card until they reach an agreement or decide they can't.
- Repeat with new cards as needed.

[Link to PDF of Flashcards](#)