

Design Activity Framework

What **artifacts** can we create?

- design requirements
- ideas & sketches
- prototypes
- visualization systems

How do we get **artifacts**?

Writing on worksheets, sketching, or building with code.

Artifacts can be generated or evaluated using **methods**.

What do we do with **artifacts**?

Build ideas to address real needs. Combine them. Find novel ways to solve problems. Record to track a project's evolution. Revisit for inspiration. Evaluate them.

What is a **design activity**?

Actions taken in order to achieve a set of **artifacts**.

4 activities: *Understand*, *Ideate*, *Make*, & *Deploy*.

The **design worksheets** provide guided *methods* for obtaining *artifacts*. Artifacts should flow from activity to activity, so do refer back to them later on as each artifact is used. You can print out program screenshots if that will help you design.

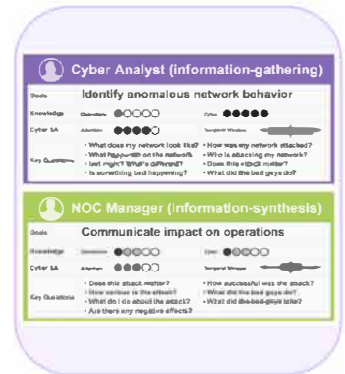
Feel free to work on worksheets individually but come back and fill out one as a group. Label each with a unique number at the top. This number is important for using additional sheets for space. Expected results for each box are shown as icons at the bottom.

Always double-check the first box on the sheet! For example, in the *Understand* activity, have you captured the right challenge, with enough detail? Watch out for **!!** warnings which provide cautionary tips on when to revisit earlier worksheets. You can continue to any activity listed at the bottom of the worksheet.

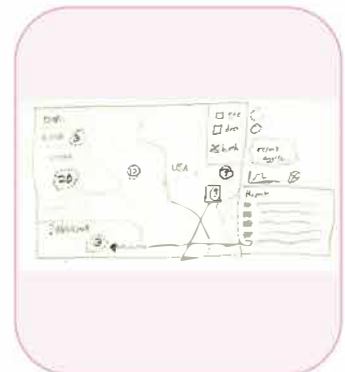
These worksheets provide sample methods to guide your design process, but feel free to explore alternative methods for generating and evaluating artifacts: <http://bit.ly/2edEswv>

example artifacts

understand



ideate



make



deploy

