# Understand

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*goal:* gather, observe, and research available information to find the needs of the user

*artifacts:* design requirements

*generate*

## 1) identify the challenge & users

*think big! what is the **problem**? **who** is affected by it? what is known/unknown? orient yourself with all of the project's who, what, why, when, & how.*

## 2) find questions & tasks

*what can you **ask** about the challenge? what do users want to do with data? think high and low level. revisit this worksheet to break these down further.*

❗❗ *box #3 may help you revisit this box later*

## 3) check with users or explore data

*users: what did you find out? what sparked curiosity? data: characterize aspects of the data. what is it like?*

❗❗ *get the real data and talk to real users if possible!*

## 4) brainstorm design requirements

*what are recurring trends? what are key design **opportunities**? are there **constraints** worth listing?*

*evaluate*

## 5) compare and rank design requirements

*choose a method for comparison: **pros/cons table**, **rank** based on your findings/user needs/tasks, **cross out** the list based on listed justifications, or **pick top 3** to keep and why. explain and review with a group or partner.*

❗❗ *is this the right challenge to tackle? is there enough detail? or too much? too many or not enough requirements? complete this worksheet again to refocus the project.*

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