

# Design Studio Method

A collaborative method where ideas take shape through sketches and quick exchanges.

## Key steps:

1. **Define the problem** to be solved.
2. **Form a varied team** (e.g. the castaways of the game).
3. **Brainstorm** freely and without judgment.
4. **Pitch ideas** to the group.
5. **Draw concepts** (e.g. a prototype raft).
6. **Give collective feedback** (constructive feedback).
7. **Vote for the best idea** according to useful criteria.

💡 Game Tip: Draw fast, trade, improve... and choose the idea that will save everyone!

