Discuss the problem you have chosen, and work to develop a map to help you empathise with the user of your chosen system.
At the end of the process see if you can define a question that describes the challenge you are setting yourself.

How might we solve the problem for the user?

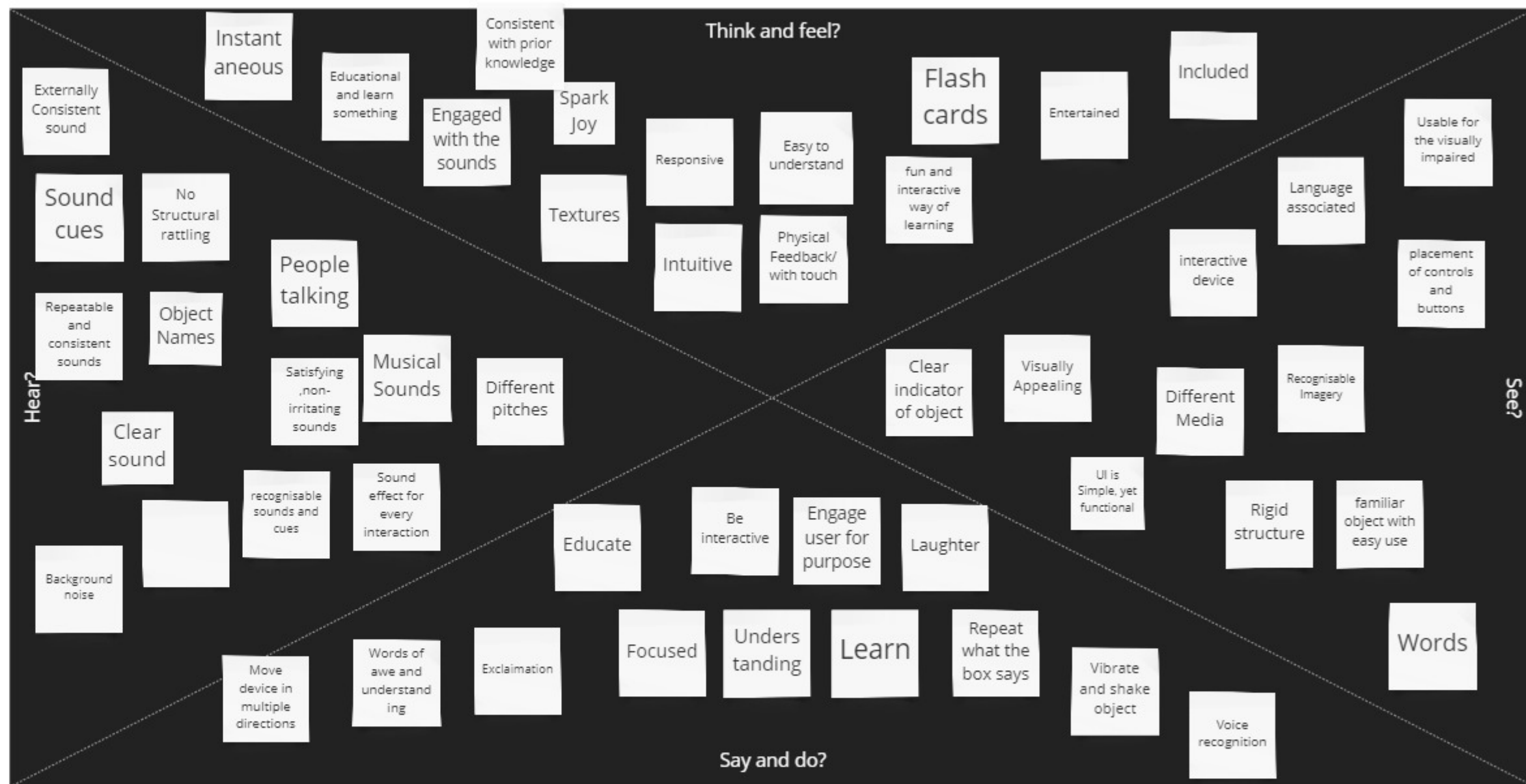PROBLEM QUESTION: (What is this idea attempting to solve???) [Subject to change - BY WEDNESDAY!!!!]
Problem Statement: Educational Form of Physical Interaction aimed at early stage learning or learning in general - e.g. mimicking flash cards

Idea:
*** Cube: with inter-changeable faces that can display a sound (reprogrammable) with shakes and direction.

Rules for brainstorming
1. Reserve judgement - don't discuss the ideas, just write them.
2. Stand up.
3. As you wirte an idea, state it to the group and put it up on the wall.
4. make it visual - draw pictures if you can
5. Build on other peoples ideas - modify and change ideas.
6. Aim for quantity - set a target of about 50 ideas.

ALL IN THE PERSPECTIVE OF THE USER

Think and feel?

Instant aneous | Consistent with prior knowledge | Flash cards | Included
Externally Consistent sound | Educational and learn something | Engaged with the sounds | Spark Joy | Entertained | Usable for the visually impaired
Sound cues | No Structural rattling | Responsive | Easy to understand | fun and interactive way of learning | Language associated
Textures | Physical Feedback/ with touch | interactive device | placement of controls and buttons
People talking | Intuitive
Repeatable and consistent sounds | Object Names | Clear indicator of object | Visually Appealing | Different Media | Recognisable Imagery
Satisfying ,non-irritating sounds | Musical Sounds | Different pitches
Clear sound | UI is Simple, yet functional | Rigid structure | familiar object with easy use
recognisable sounds and cues | Sound effect for every interaction | Educate | Be interactive | Engage user for purpose | Laughter
Background noise
Move device in multiple directions | Words of awe and understand ing | Exclaimation | Focused | Unders tanding | Learn | Repeat what the box says | Vibrate and shake object | Words
Voice recognition

Hear? — **See?** — **Say and do?**

Pain
- Technical issues
- Might be Difficult to use
- Learning transitions

Gain
- New insights
- New training/learning/educational methodologies
- Physical Interaction with Educational/Learning Tool
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miro