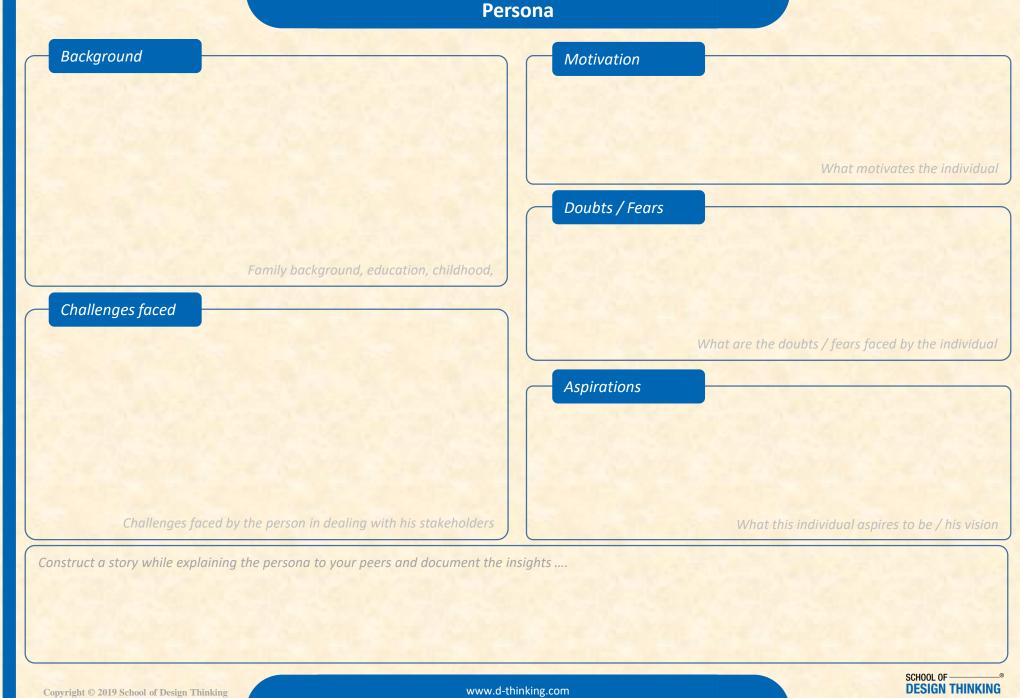
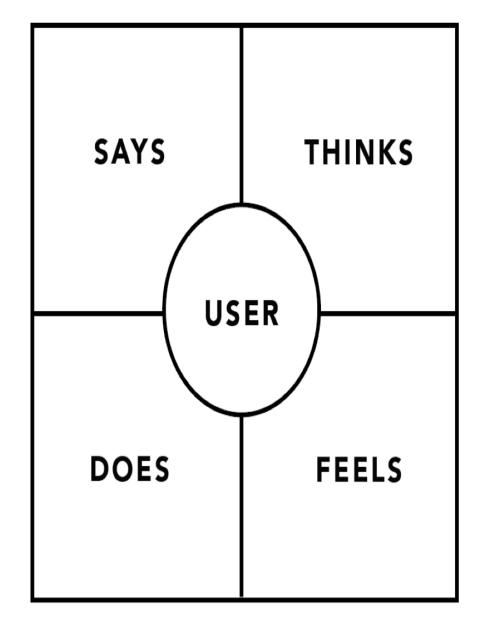
UNIT 2

EMPATHIZE AND DEFINE



EMPATHY MAP



Says: What does user say in public and how he behaves

"I want something reliable."

"I don't understand what to do from here."

Thinks: What is going inside the mind of the user "This is really annoying."

"Am I dumb for not understanding this?"

Does: Research on his behavior aspects Refreshes page several times.
Shops around to compare prices.

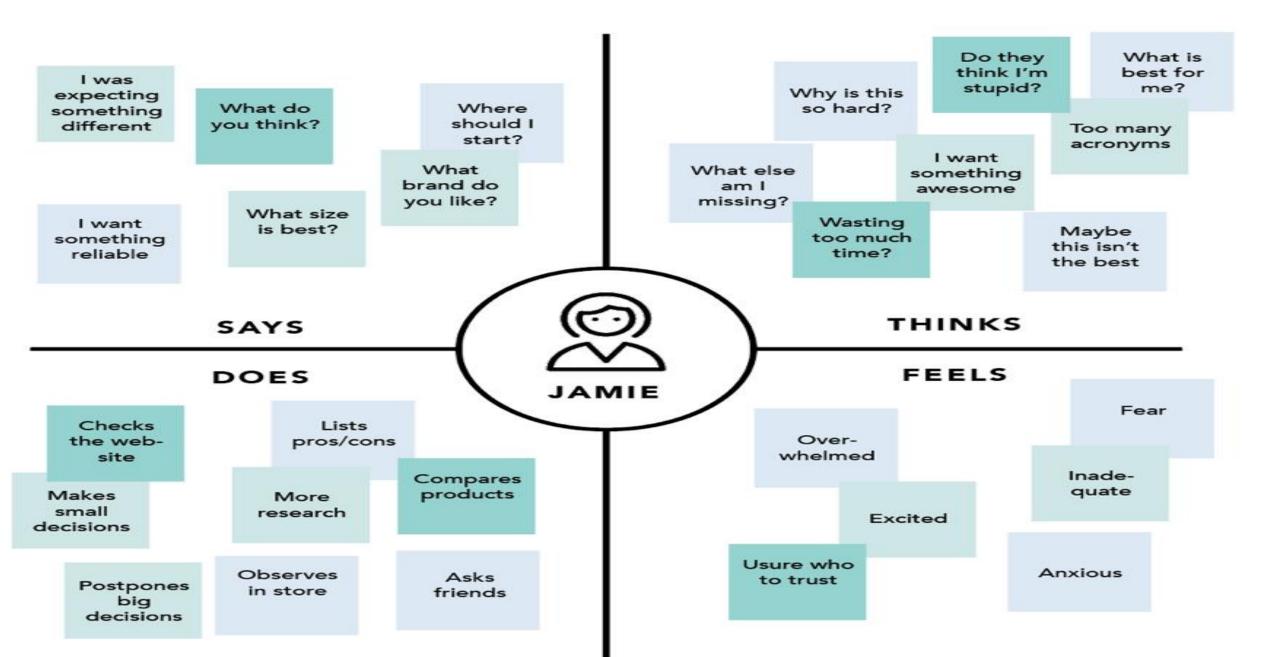
Feels: How he internally feels emotionally

Impatient: pages load too slowly

Confused: too many contradictory prices

Worried: they are doing something wrong

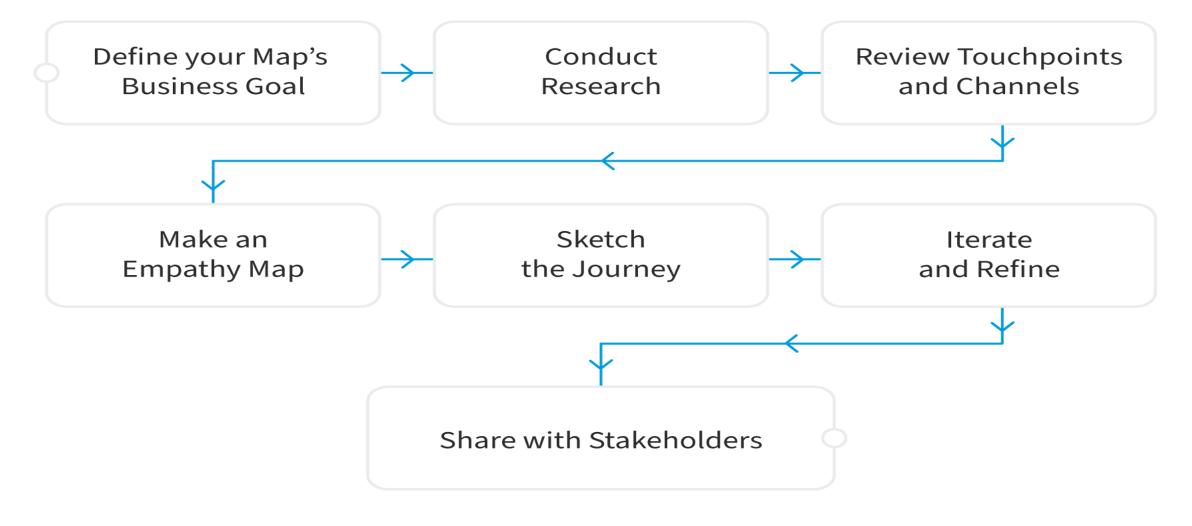
EMPATHY MAP Example (Buying a TV)



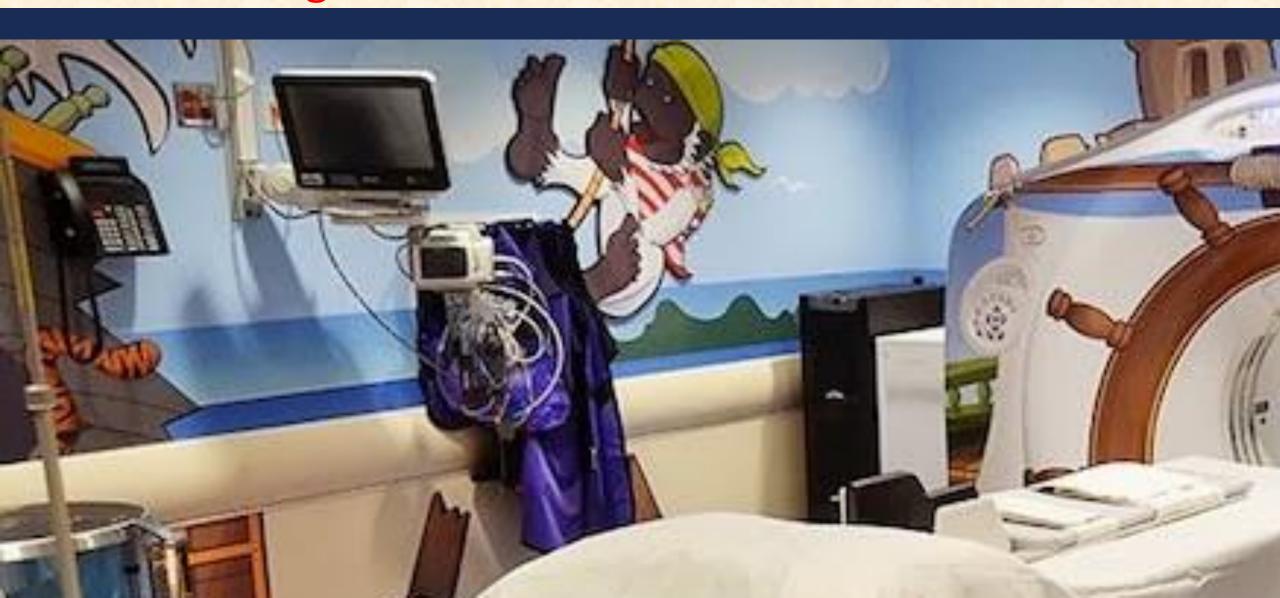
How to Make







A mindset for innovation, and asking "What if?" asking "What wows?" and "What works?"



The 5 Stages of the Design Thinking Process

Empathise

Who are you designing for?

Define

What problem are you solving?

Ideate

Generate many ideas & solutions

Prototype

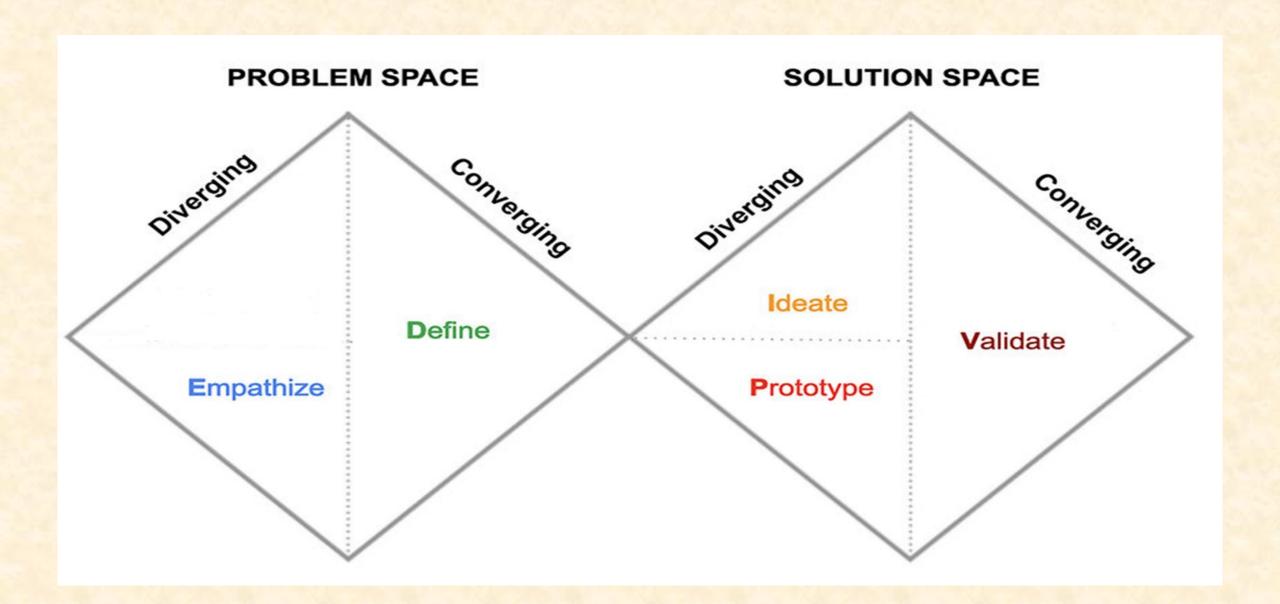
Turn idea into a tangible thing

Test

Put prototype in front of users.

Repeat

Double Diamond Approach



Wheel of Life

