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(AN AUTONOMOUS INSTITUTE UNDER UGC ACT 1956 & AFFILIATED TO  
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DIVISION – C      FACULTY: MR. KAMLESH MORE  
SUBJECT - PROBLEM IDENTIFICATION AND DESIGN THINKING**

**Assignment 9**

**Evolve**

Elaborate the parameters that you will use as feedback from test to improvise design solutions / prototypes for problem that you have tested in earlier assignments. Justify your selection of parameters and elaborate how it will improvise your design solution.

Testing can be undertaken throughout the progress of a Design Thinking project, although it is most commonly undertaken concurrently with the Prototyping stage. Testing, in Design Thinking, involves generating user feedback as related to the prototypes you have developed, as well as gaining a deeper understanding of your users.

When undertaken correctly, the Testing stage of the project can often feed into most stages of the Design Thinking process: it allows you to Empathise and gain a better understanding of your users; it may lead to insights that change the way you Define your problem statement; it may generate new ideas in the Ideation stage; and finally, it might lead to an iteration of your Prototype

Testing stage could feed into the Define stage. For instance, my problem of seriousness can have observations of users in tests may reveal crucial insights that could change the way I frame the problem statement.

Design Thinking is a flexible and iterative process that can be messy and disorienting to those who are unfamiliar. While there are no fixed, sequential steps to follow, there are nonetheless basic building blocks behind each stage that help me build human-centered solutions to the problems your users face.

### **Conducting a User Test**

When conducting a user test on your prototype, it is ideal to utilise a natural setting (i.e., the normal environment in which your users would use the prototype). If testing in a natural setting proves difficult, try to get users to perform a task, or play a role, when testing the prototype. The key is to get users to be using the prototype as they would in real life, as much as possible.

### **The prototype**

Remember that you are testing the prototype, not the user. Your prototype should be designed with a central question in mind — a question that you will put to the test in the testing stage.

### **How I observe and capture feedback**

Ask users to talk through their experience of how they are serious in life and do given task in proper time

### **The End Goal: Desirable, Feasible, and Viable Solutions**

The end goal of every Design Thinking project is to design a solution that satisfies the tests of desirability, feasibility, and viability.

**Justify your selection of parameters and elaborate how it will improvise your design solution.**

Conducting test will surely help me and how I capture and observe things. Taking advice from users and implementing it .This things will surely help me getting my solutions