

Design the **IDEAL** wallet.

Draw 5min

Sketch your idea here!

Your **NEW** mission: **Design something useful and meaningful for your partner.**
Start by gaining empathy.

1 Interview

10min (2 sessions x 5 minutes each)

Notes from your first interview

Switch roles & repeat Interview

2 Dig deeper

10min (2 sessions x 5 minutes each)

Notes from your second interview

Switch roles & repeat Interview

Reframe the problem.

3 Capture findings 3min

needs: things they are trying to do*
*use verbs

insights: new learnings about your partner's feelings/
worldview to leverage in your design*
*make inferences from what you heard

4 Define problem statement 3min



name

needs a way to _____ .


user's need

Unexpectedly, in his/her world,

insight

Ideate: generate alternatives to test.

5 Sketch 3-5 *radical* ways to meet your user's needs. 10min



write your problem statement above

6 Share your solutions & capture feedback. 10min (2 sessions x 5 minutes each)

Notes

Iterate based on feedback.

7 Reflect & generate a new solution. 3min

Sketch your big idea, note details if necessary!

Build and test.

8 Build your solution.

Make something your partner can interact with!

[not here]

20min

9 Share your solution and get feedback.

+ What worked...

- What could be improved...

? Questions...

! Ideas...

10min (2 sessions x 5 minutes each)