

Your Name _____

iPad # _____

Research

Design Thinking Interview Activity

Directions: Ask at least two people around you, what are some things they want to experience in a game and what are some things they would rather not experience in a game. Ask as many people you need, to fill out the 8 fields below, under “Empathy & Define”.

Peer Names: _____

Empathy & Define

Ask your peers...

Things they WANT to see in a game

1.

2.

3.

4.

Things they DO NOT want to see

1.

2.

3.

4.