

Design Thinking Process

Serves as icebreaker for Design Thinking/Game Design Tech Em Summer Camps -to use throughout the entire process of designing games during the camp.

A User-Centered Approach

- **Observation**

- What are your favorite games to play?
- Why are they your favorite games?

- **Brainstorming**

- What makes these games fun to play?
- What would you include from them in your game?
- What would you leave out?

- **Prototyping**

- Create your game!
- Keep in mind the brainstorming topics and design thinking questions

- **Implementation**

- Test
 - What do you like about it?
 - What would you change?
 - What is missing? What could you add?
- Collaborate
 - Have someone else play your game and vice versa
 - Get/provide feedback

“Their solution was to boil the best parts of the existing game into a short single level prototype demo and iterate until it was fun....Design Sprints are useful starting points when kicking off a new feature, workflow, product, business or solving problems within an existing product. Integrating design sprints and design thinking into our product development process keeps us aligned with our goals, and helps us invest our time and money wisely.”

-Alex Baldwin comment on Valve's game design that used the design thinking process to create a very successful game.