

Name _____

iPad # _____

Design Thinking Interview Activity

Directions: Fill out the first half of the sheet below. For the first half, think about the design thinking questions activity we did; where we played three games on Hyperpad and recorded our feedback for each game. Then create a game on Floors catered to the responses of the person you interviewed.

Team Member Name: _____

Step 1: Empathy & Define

Ask your partner...

Things they want to see in a game

1.

2.

3.

Things they don't want to see

1.

2.

3.

Step 2: Prototyping

Design a game using your partner's responses from above as a guideline.

Start with a sketch!

Directions: Have your partner test out your game and ask for their feedback. What are their likes and dislikes about the game?

Step 3: Test

Three Solutions to the Feedback:

After listening to the feedback from the person you are creating your game for, provide at least three solutions to their feedback, or what you would create in your game to achieve what they want in a game.

1	
2	
3	

Now use your partner's feedback to continue designing the game!

