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 | Things they DO NOT want to see | |