## POV and HMW Questions

But actually / However / W	/hereas	NEEDS #
(real reason, surp	rising insight, impediments)	
Note: Make a state of "Skew" (ex. tension/contradiction/surprise).		
HMW/		
	Extract adjectives an	d put into Design Principles.
HMW/		
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HMW/		
	Extract adjectives an	d put into Design Principles.
[HMWQ patterns by d.school] Amp up the good, Remove the bad, Explore the opposite, Question an assumption, Go after adjectives, ID unexpected resources, Create an analogy from need or context, Play POV		

against the challenge, Change a status quo, Break POV into pieces