POV and HMW Questions

But actually / However / Whereas

NEEDS #

(real reason, surprising insight, impediments)

Note: Make a state of "Skew" (ex. tension/contradiction/surprise).

HMW/

Extract adjectives and put into Design Principles.

HMW/

Extract adjectives and put into Design Principles.

HMW/

Extract adjectives and 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