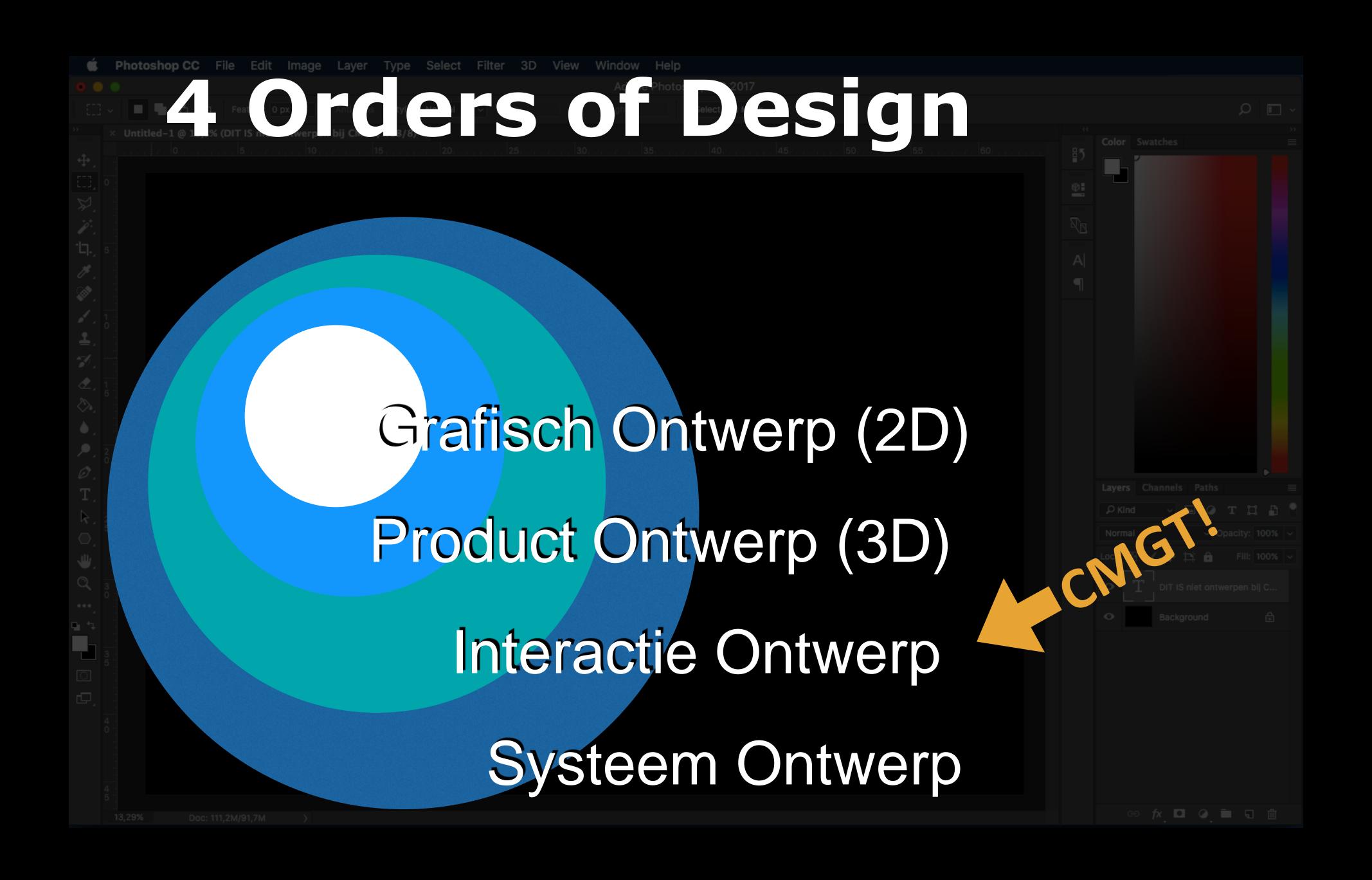


./Ontwerpen





Holy Trinity of Design

VIABLE
Business

FEASIBLETechnology





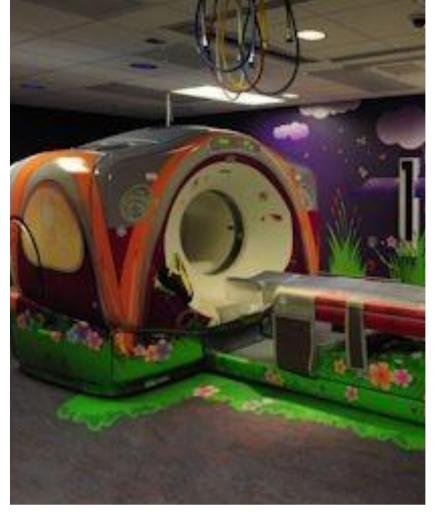




"We've talked about this. You can be brave," urged the dad, the strain showing in his own voice.

-Creative Confidence, Tom & David Kelley











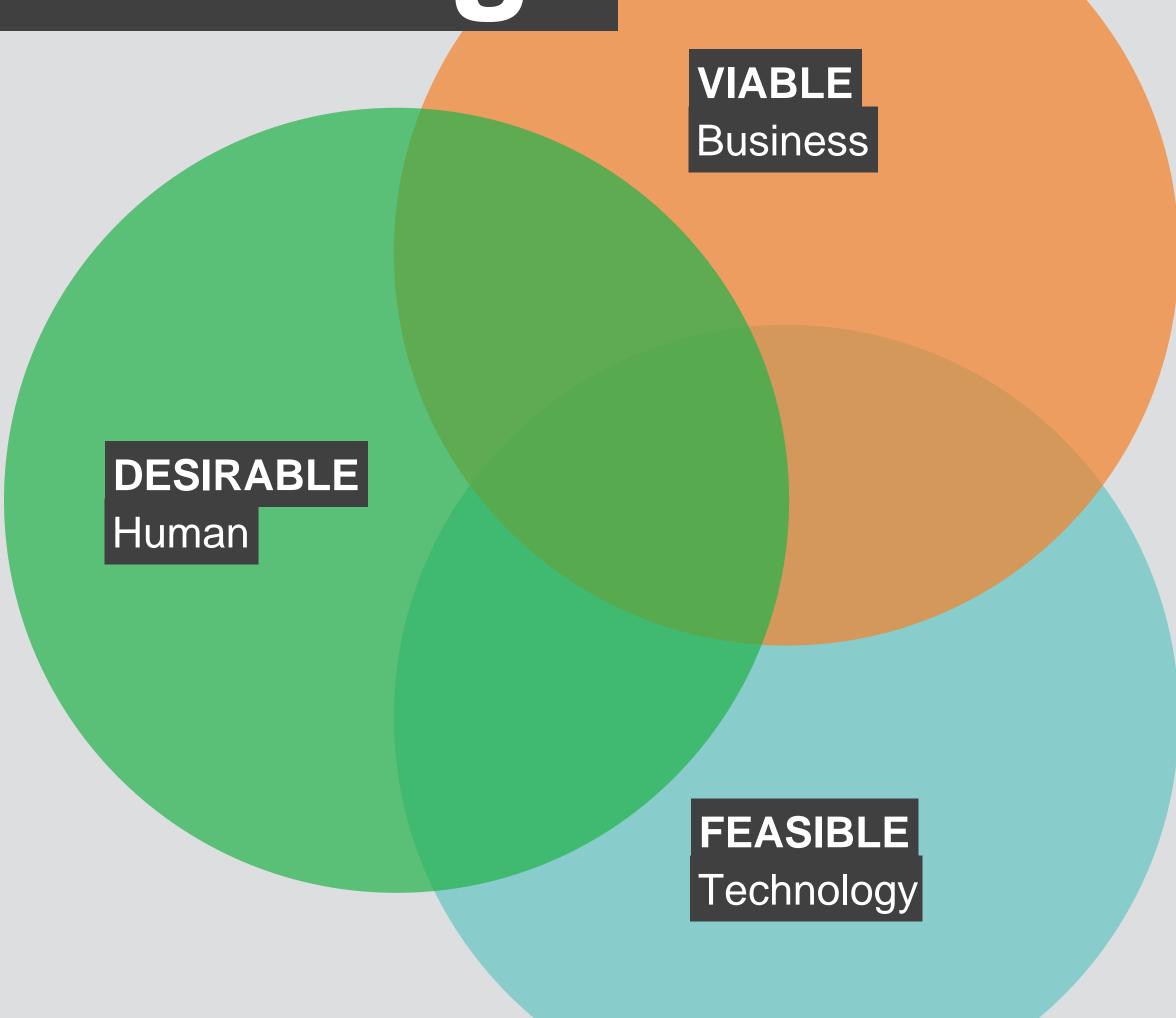
"Mommy," she asked, "can we come back tomorrow?"

-Creative Confidence, Tom & David Kelley

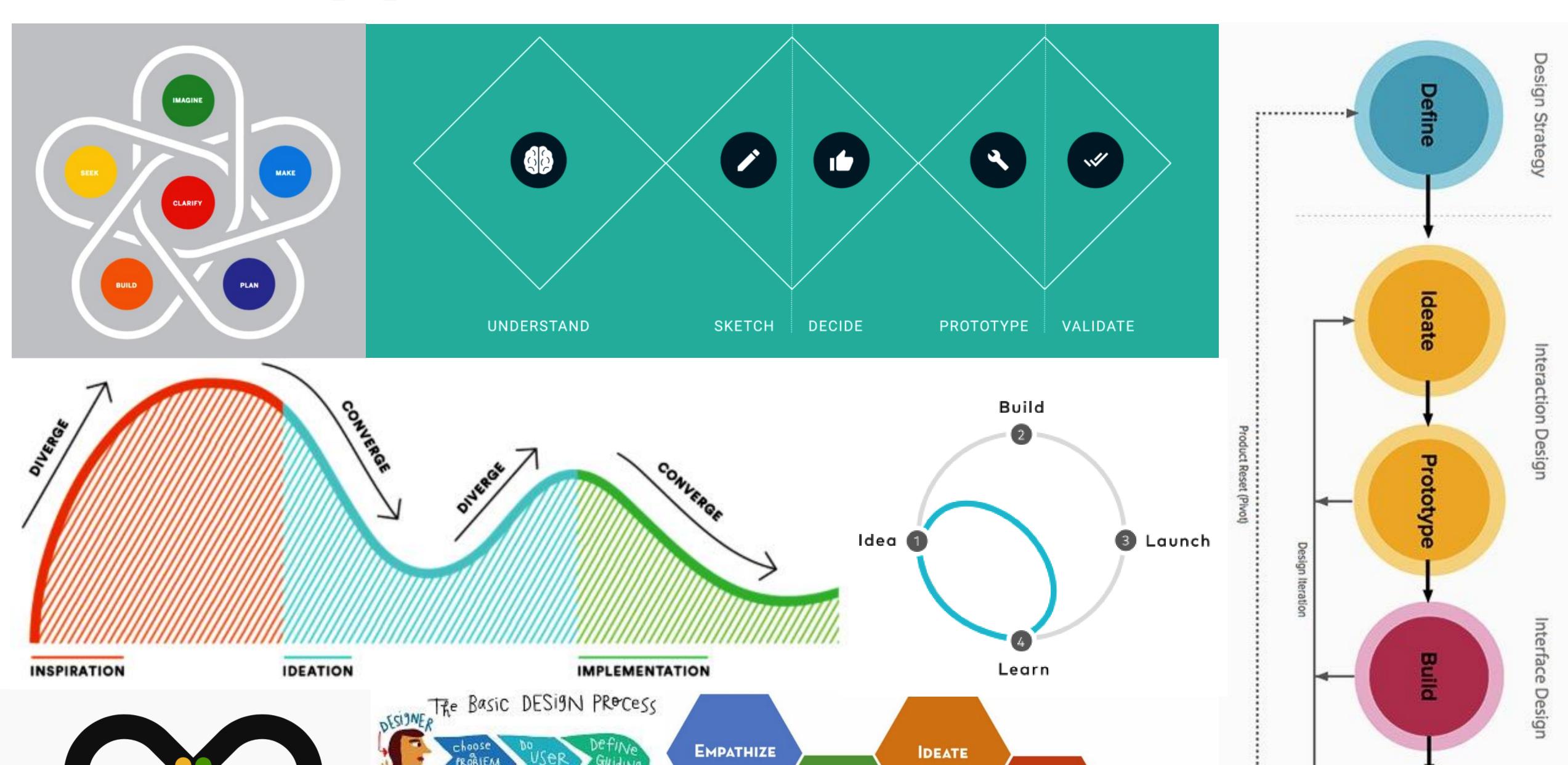
"Human Centered"

in plaats van "technology driven"

Holy Trinity of Design



Ontwerpproces





INSPIRATION

In this phase, you'll learn how to better understand people. You'll observe their lives, hear their hopes and desires, and get smart on your challenge.



IDEATION

Here you'll make sense of everything that you've heard, generate tons of ideas, identify opportunities for design, and test and refine your solutions.



IMPLEMENTATION

Now is your chance to bring your solution to life. You'll figure out how to get your idea to market and how to maximize its impact in the world.



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IDEATION

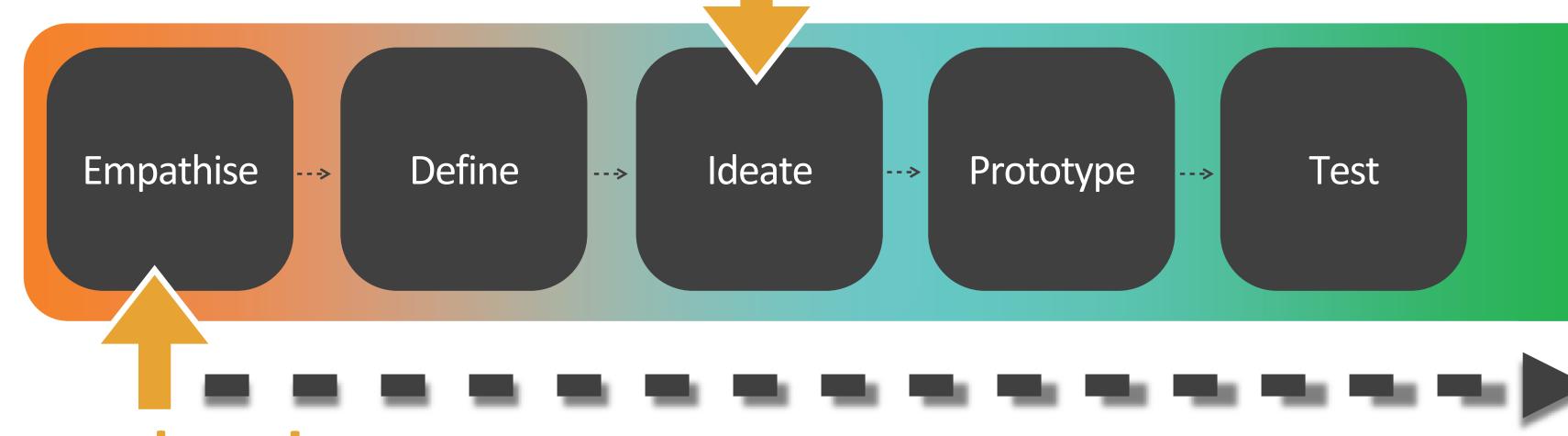
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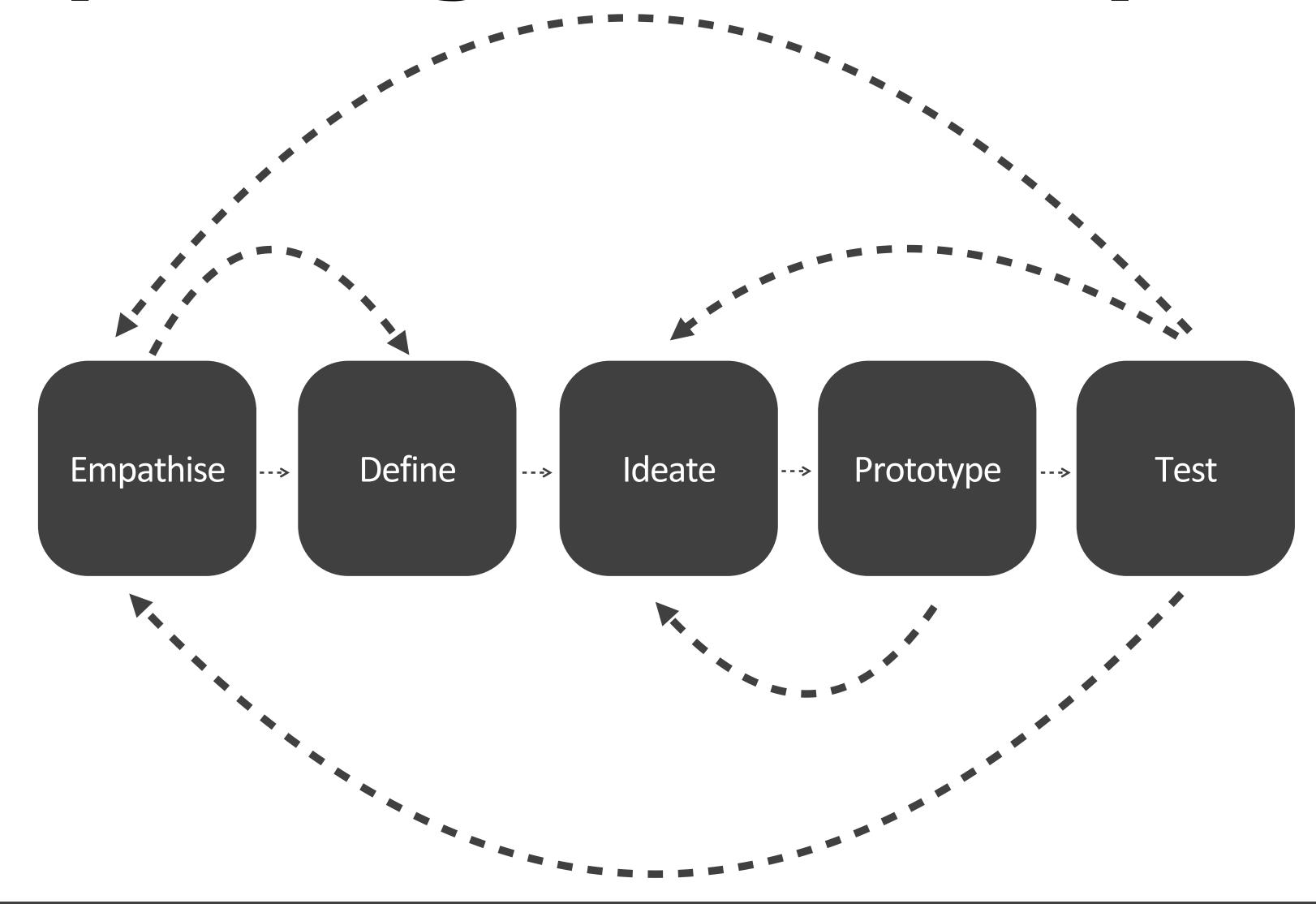
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DON'T start here



start here!

Ontwerpen is geen lineair proces



d.School values



FOCUS ON HUMAN VALUES

Identify real user pain points and ground solutions in their needs; no pet ideas!



DEFER JUDGMENT YES AND (BUILD ON OTHERS' IDEAS)

Trust is the fertile soil for creativity; imagine first, evaluate after.



BIAS TOWARDS ACTION SHOW DON'T TELL

Come up with solutions, not problems. Prototype to learn vs pontificating.



BE VISUAL

Diagram, sketch - always aim to visualize your ideas & concepts to create clarity



RADICAL COLLABORATION

Breakthrough insights come from diverse backgrounds and viewpoints!



CRAFTING CLARITY EMBRACE EXPERIMENTATION

Ambiguity is inherent in the creative process; run experiments to learn

Ifield Guide to Human Centered Design









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