

PERSONALIZED – INVITATIONS USING CANVA

Introduction:

Canva also gives you access to a library of over one million stock images graphics and illustrations. Many of these images are also free while premium images are all offered at a very competitive price. Using professional photography will allow you to create a high quality invitations that's ready for kindle and other ebook sites. There are no recurring fees ones you've published your high quality design.

Create a professional invitations without hiring at designer

Canva's collection of invitations layouts is the best on the web! Our team of awesome designers have worked hard to create quality layouts which will help your invitations look professional and sell out you won't the need to spend hundreds hiring a designer when you create your own awesome invitations in canva's invitations maker.

1.1. **overview**

I design a invitations using in this canva.

That was very easy to use. Anyone to use this canva easier.

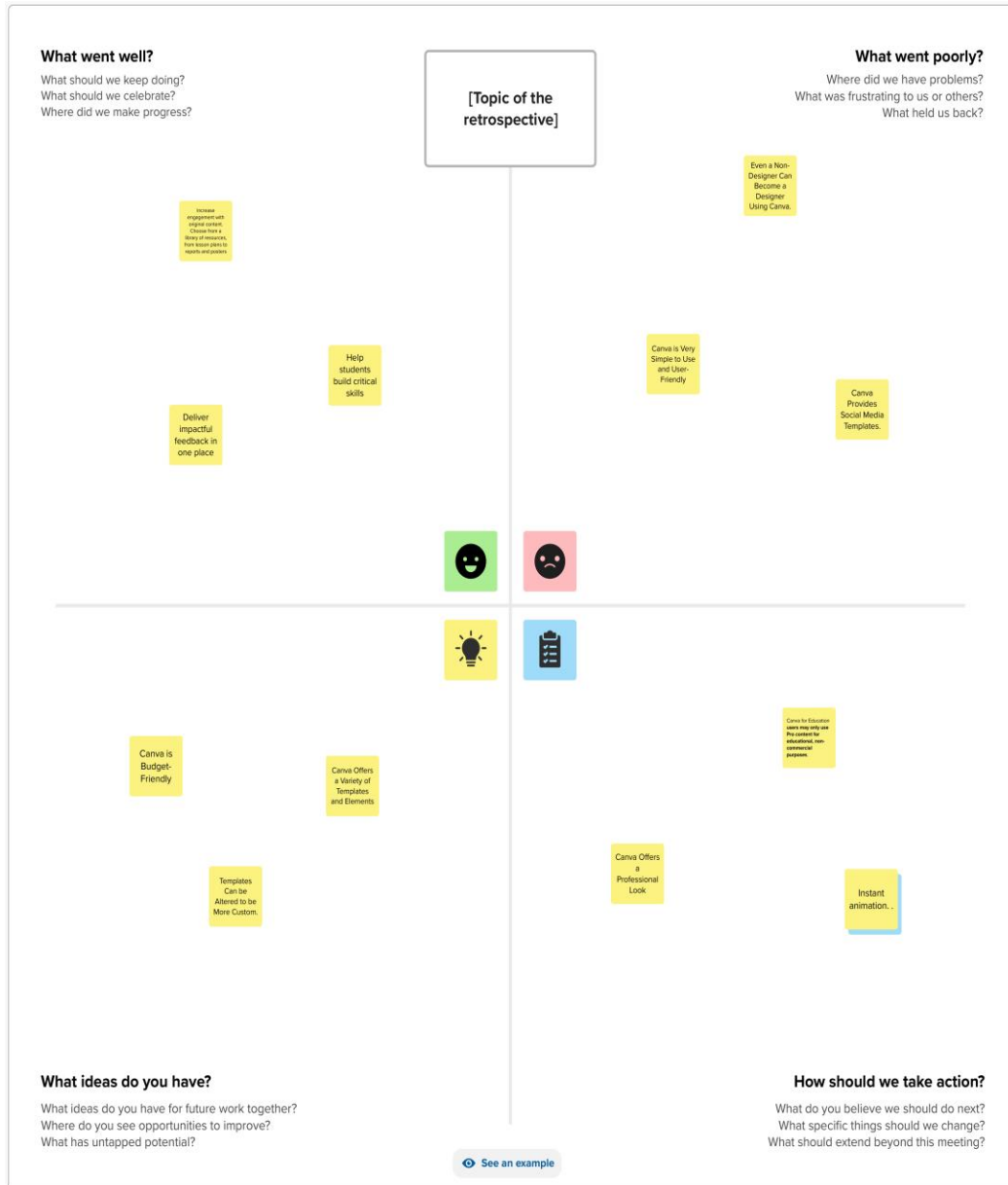
1.2. **Purpose**

My project is creating a invitations.

I create a invitations using in the canva.

2.Problems definitions & design thinking

2.1.Empathy Map



2.2.Brainstorm and idea prioritization

Brainstorm & idea prioritization

Use this template in your own brainstorming sessions so your team can unleash their imagination and start shaping concepts even if you're not sitting in the same room.

1. Brainstorm session
Time to collaborate
1-2 people recommended

Before you collaborate

A little bit of preparation goes a long way with this session. Here's what you need to do to get going.

10 minutes

- Get everything**
Gather all the participants in the session and get on video. There should be 4-6 people in your session.
- Set the goal**
Think about the problem you're focusing on solving in the brainstorming session.
- Get everyone on the same page**
Get everyone on the same page about the problem you're solving and the goal you're trying to achieve.

Open activity

Define your problem statement

What problem are you trying to solve? Frame your problem as a "How Might We" statement. This will be the focus of your brainstorm.

5 minutes

How might we solve the problem of []?

Key rules of brainstorming

- Encourage wild ideas
- Withhold judgment
- Let ideas flow
- Build on others' ideas
- Go for quantity
- Encourage the team

Brainstorm

Video down any devices that come to mind that address your problem statement.

10 minutes

Person 1: []

Person 2: []

Person 3: []

Person 4: []

Person 5: []

Person 6: []

Person 7: []

Person 8: []

Person 9: []

Person 10: []

Group ideas

Take turns sharing your ideas while clustering similar or related notes as you go. Once all sticky notes have been grouped, give each cluster a sentence like "What if a cluster is bigger than the sticky notes, by itself, or if you break it up into smaller sub-groups."

20 minutes

Assess each idea for its potential to solve the problem. If it's a good idea, it should be a good idea. If it's a bad idea, it should be a bad idea. If it's a bad idea, it should be a bad idea.

Prioritize

Your team should all be on the same page about which ideas are important, moving forward. Place your ideas on the grid to determine which ideas are important and which are feasible.

20 minutes

Participants should be encouraged to move ideas around the grid. The goal is to get ideas that are important and feasible. The goal is to get ideas that are important and feasible.

Importance

Feasibility

Importance of ideas: 1-10 (10 is most important)

Feasibility of ideas: 1-10 (10 is most feasible)

After you collaborate

You can export the final ideas as images or pdf to share with members of your company who might not be in the room.

Quick edit notes

- Done the task**
Done a checklist to make sure all stakeholders keep track of the task and the outcome of the session.
- Open the task**
Open the task to make sure all stakeholders keep track of the task and the outcome of the session.

Keep moving forward

- Share the task**
Share the task with all stakeholders to keep track of the task and the outcome of the session.
- Open the task**
Open the task to make sure all stakeholders keep track of the task and the outcome of the session.
- Share the task**
Share the task with all stakeholders to keep track of the task and the outcome of the session.
- Open the task**
Open the task to make sure all stakeholders keep track of the task and the outcome of the session.

Share session feedback

Need some inspiration?

Get the template and the ideas for your session.

Open activity

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3.Result



4. Advantages & Disadvantages

- Easy to using this canva.
- Freshers can easy to design anything in this canva.
- In this canva has many templates.
- Canva was very useful to everyone.

5.Conclusion

I easily finish my project personalized - Invitations. Canva is the most useful and best app for the freshers. Because, that has many templates that was easy to use in this app canva.