DESIGN THINKING PROCESS WORKSHEET

GEQ1000 ASKING QUESTIONS: DESIGN SEGMENT

FULL NAME: _____

MATRIC NUMBER: _____

TUTORIAL GROUP: _____

LECTURE VIDEO 11-3
Activity Section 1: Draw the Ideal Wallet
Activity Section 2: First Interview
Activity Section 3: Second Interview

LECTURE VIDEO 11-4
Activity Section 4: Capture Findings
Activity Section 5: Define Problem Statement

LECTURE VIDEO 11-5
Activity Section 6: Ideate
Activity Section 7: Feedback
Activity Section 8: New Solution

LECTURE VIDEO 11-6
Activity Section 9: Prototype
Activity Section 10: Feedback
Activity Section 11: Reflect

Design the IDEAL wallet

Section 1:   **[3 min]** Draw

Sketch your idea here!
Don't worry if you can't draw well, use words to annotate.

Your Mission: Design something meaningful & useful for your partner
Start by gaining EMPATHY

Note down things that seem important or unique to your partner. Ask your partner to talk you through the wallet or purse he or she is carrying.

Dig deeper for stories and emotions, follow up on the unusual and surprising details you found out in the first interview. Ask "Why" often!

*Switch roles & repeat interview

*Switch roles & repeat interview

DEFINE the problem

[6 min] Capture Findings

[3 min] Define Problem Statement

needs: things your partner is trying to achieve*
*use verbs

insights: unexpected or interesting learnings about your partner's feelings and motivations*
*make inferences from what you heard

_____
name of partner

needs a way to _____

_____

_____ .
user's need

Unexpectedly, _____

_____

_____ .
insight

IDEATE: Generate alternatives to test

Section 6:   **[5 min]** Sketch 3-5 ideas to fulfill your problem statement.

Don't evaluate your ideas, go for volume. Refer to your problem statement!

ITERATE based on feedback

Section 7: **[10 min: 5 min each]** Share your solutions and capture feedback.

Don't defend your ideas. Listen to your partner's feedback and note down feelings and motivations.

Section 8: **[3 min]** Reflect and generate a new solution.

Based on your new understanding, sketch your new solution, or a variation of an idea from section 6. Note details if necessary!
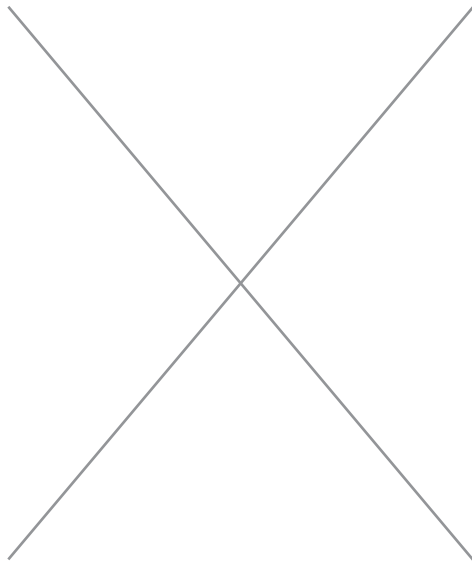
Switch roles & repeat interview

PROTOTYPE and EVALUATE

Section 9: **[6 min]** Build your solution.

Section 10: **[8 min: 4 min each]** Share your solution and get feedback.

Make something your partner can interact with!

+ What worked...

- What did not work...

- What could be improved...

? Questions...

! Ideas...

REFLECT

Reflect

Reflect and compare the first ideal wallet you designed in Section 1 with the final wallet you designed for your partner in Section 10. Which wallet is more suitable for your partner? Why? How did the activities in the different sections help you get there?