Hands On with Design Thinking

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@AskMsQ
WHAT IS DESIGN THINKING?

- Empathize
- Define
- Ideate
- Prototype
- Test
FORM A GROUP OF 3
You are going to pick an Extraordinaire card and the work through the challenges on the next slide to really try to understand your character.

Remember, your mission is to solve their problem.

In order to do so, you need to have empathy with them.
SEE
Describe their physical appearance, their environment, the things that they do, the things that others do around them. In other words, what do you SEE

THINK
Based on what you see, what conclusions can you draw? What challenges might they face? What do you THINK is going on in the life of our Extraordinaire?

WONDER
What do you now WONDER about your Extraordinaire? What do you think keeps him or her up at night? What do you think they most enjoy doing? Why did you focus on those particular aspects.

15 MINUTES
DRAW A PROJECT CARD
DEFINE

WHO needs WHAT because WHY

10 MINUTES
IDEATE

Think about what functional enhancement your new technology could provide to your Extraordinaire.

15 MINUTES
DO YOU NEED A THINK CARD?
Prototype

Select one of your ideas to build. Come over to the maker station and use the supplies to build your prototype.

20 Minutes
Iterate

Design thinking is a cycle.

Fail Fast. Fail Forward.

20 MINUTES
one half of the room will walk to the other half and see what they have created.

then we will switch
REFLECT

tinyurl.com/dtxreflection