

## DESIGN THINKING ACTIVITY



### 1. Interview Notes/ Detailed Interviews (Empathy-Discover)

<p><i>Details—name, age, likes, dislikes, perceived obstacles/challenges, gender(s)</i></p>	<p><i>Particulars—Needs, wants, hopes and dreams, fears.</i></p>
<p><i>Motivation for change—peers, community, family, reorganization.</i></p>	<p><i>Behaviours—Environment, abilities, specialties, life conditions.</i></p>

*Sketch a picture of the person/organization here*

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### 2. Define the Issue (Define-Frame)

Goals and Wishes

Insights

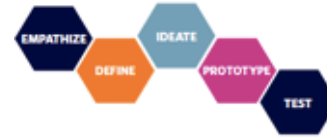
**3. Ideation (Imagine) — use the attached Ideation grid to compose your Idea Sketches. Remember, you are NOT offering solutions yet— you are brainstorming any and all ideas, no matter how whacky, crazy or un-doable they seem. Use this space to jot extra notes, rank your finished ideas, or for a quick reflection on the process.**

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Ideation Station. There are no bad ideas. Sometimes the whackiest ones are the ones that shine the brightest light.


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### 4. Prototype (Feedback)

**4(a). Redesign? Did you receive any feedback that sends you back to the prototype stage? Sketch or reflect on it here.**

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**5. Test or re-test Your Idea Based on Feedback (Reflect-Reiterate)**

**6. Implement (Spark) What are the next steps to launching your idea?**

**Reflections- on your idea, on the process, or on any of the stages of the Design Framework.**