



# DESIGN THINKING

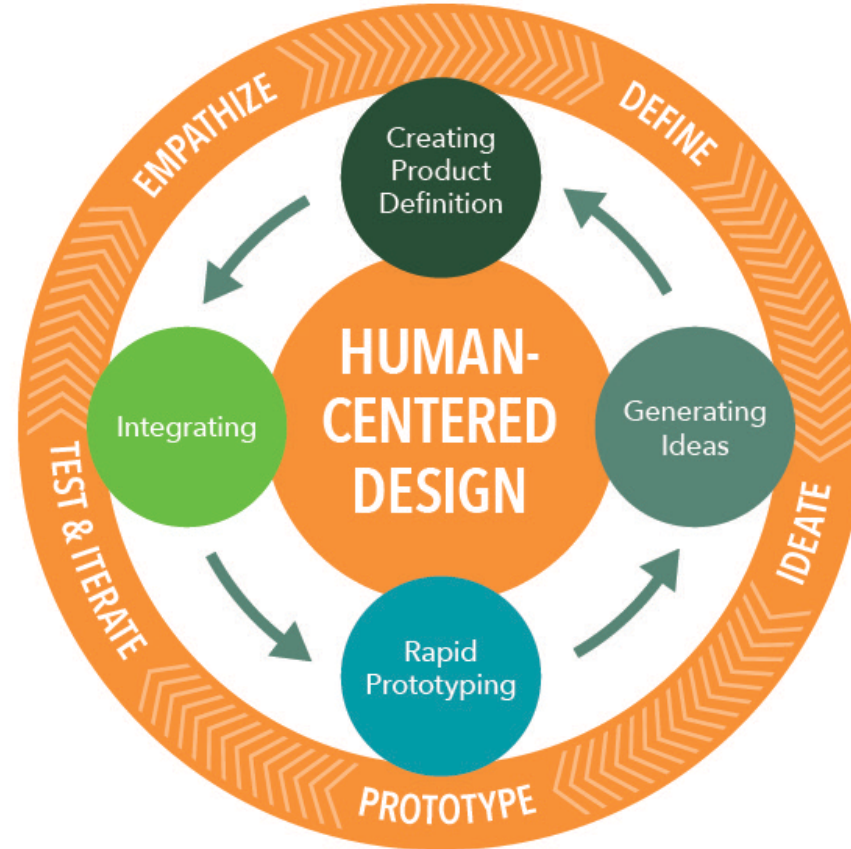
AT THE INTEGRATED DESIGN LAB

INTEGRATING | Introduction

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# DESIGN THINKING – Integration

- Human Centered Design
- Creating Project Definition
- Generating Ideas
- Rapid Prototyping
- **Integration**



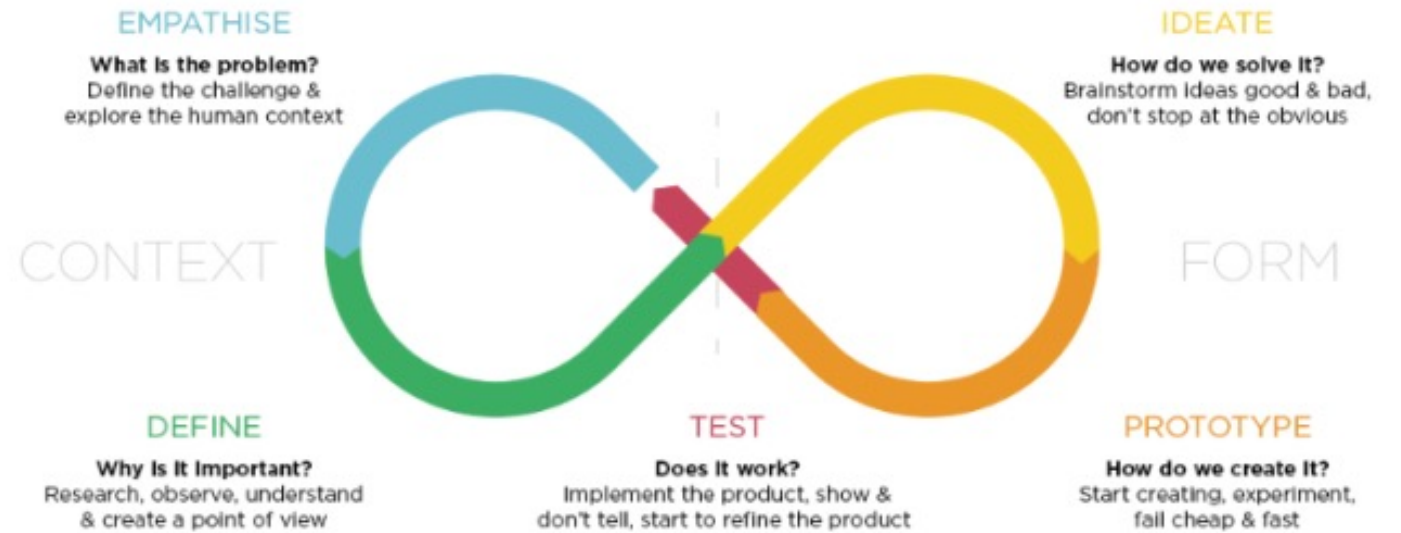
# DESIGN THINKING – Integration

## Upon completion of this module the student will:

- Demonstrate the design thinking process is an iterative process and returning to previous steps is not only *allowed*, but is usually *necessary*.
- Learn how to expand tools already introduced to implement and integrate design solutions.
- Gain experience testing out their prototypes on a real audience and incorporate feedback.
- Develop ideas for future iterations of the design thinking problem/solution they worked through in these modules.

# DESIGN THINKING – Integration

Integration is the “final” stage in Design Thinking, though reaching this stage does not guarantee completion.



# ITERATION

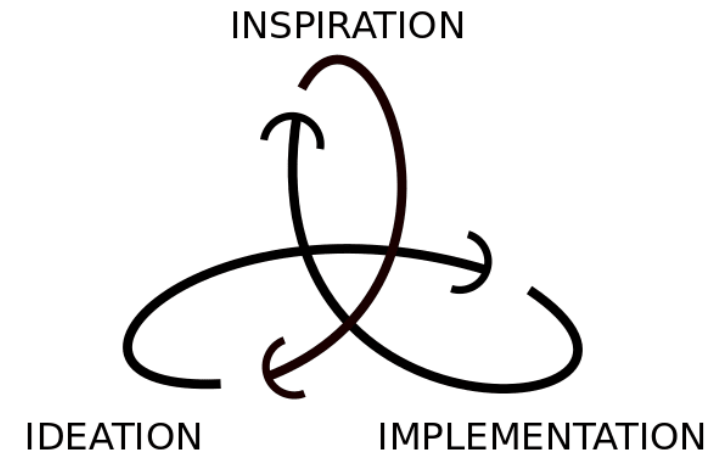
The Design Thinking framework is a process – skipping forward is problematic because subsequent stages are dependent on previous outcomes.



However, stepping back to run through a previous stages' tool again is a valid direction, especially as a designer begins to finalize their design solution.

# IMPLEMENTATION

- During the Integration stage, a designer has arrived at a viable solution and explores options for implementation
- This step includes gathering additional feedback– which may mean returning to an earlier step of the Design Thinking framework.



# RETURN TO HUMAN-CENTERED

- Keep in mind that costs are not always monetary – in human-centered design, the most important currency is the satisfaction of the people involved.
- In most design projects, the primary human is your client(s), but take time to consider others that may be involved or impacted by application of your design.

# TOOLS FOR INTEGRATION

- The tools needed at the Integration phase are essentially the same ones that you have learned to use in previous phases—just scaled up.
- Instead of a low-fidelity prototype you may create a high-fidelity prototype or begin making plans for large scale production.





# TOOLS FOR INTEGRATION

- You should start considering the final production process and its cost-effectiveness
- You must still constantly be assessing feedback and incorporating that into the solution, even if ***you*** think the project has reached an end.



# DESIGN THINKING – Integration

SUMMARY: The designer will present their most promising solutions to the client for the client's feedback.

*The designer's roles are to test, listen and iterate.*

Integrate

"It's not 'us versus them' or even 'us on behalf of them.'  
For a design thinker it has to be 'us with them'"  
– Tim Brown, CEO and President of IDEO

"We all die. The goal isn't to live forever,  
the goal is to create something that will."  
– Chuck Palahniuk

"You don't get paid for the hour. You get paid for the value you bring to the hour."  
– Jim Rohn



# DESIGN THINKING

AT THE INTEGRATED DESIGN LAB

You've completed Integration | Introduction

Next: Integration | Hands-On Activity