DESIGN THINKING

AT THE INTEGRATED DESIGN LAB

DESIGN THINKING ACTIVITY| Overview

This work is licensed under a Creative Commons Attribution- NonCommercial-ShareAlike 4.0 International License.

THE WALLET PROJECT

DRAW THE IDEAL WALLET

3 minutes

THE WALLET PROJECT

HUMAN-CENTERED DESIGN
Interview: 8 minutes

Spend 4 minutes interviewing a partner, then switch for the second 4 minutes. Take notes.

Use the Active Listening and Interview Skills from Module 1.

THE WALLET PROJECT

HUMAN-CENTERED DESIGN
Interview: 8 minutes

Spend 4 minutes interviewing a partner, then switch for the second 4 minutes. Take notes.

Use the Active Listening and Interview Skills from Module 1.

THE WALLET PROJECT

CREATE PROJECT DEFINITION

Capture Findings: 3 minutes

Answer the following questions:

- What is your partner trying to achieve?
- What are your partner's feelings and motivations?
- What's something you see about your partner's experience that maybe they don't see?

THE WALLET PROJECT

_____(partner's name/description)

needs a way to _____

because_____

_____

_____.

CREATE PROJECT DEFINITION
Take a Stand: 3 minutes

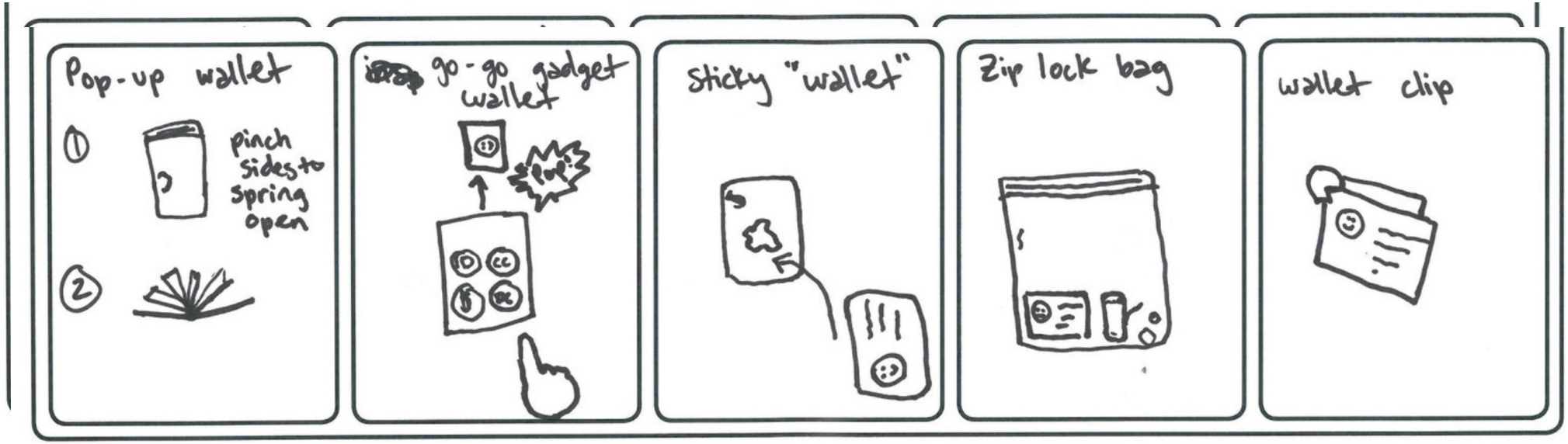
Using insights from the interviews, fill in the blanks.

THE WALLET PROJECT

GENERATE IDEAS

Radical Ways: 5 minutes

Sketch a least 5 ***radical*** ways to meet your user's needs.



THE WALLET PROJECT

RAPID PROTOTYPING
Share Solutions & Capture Feedback: 10 minutes

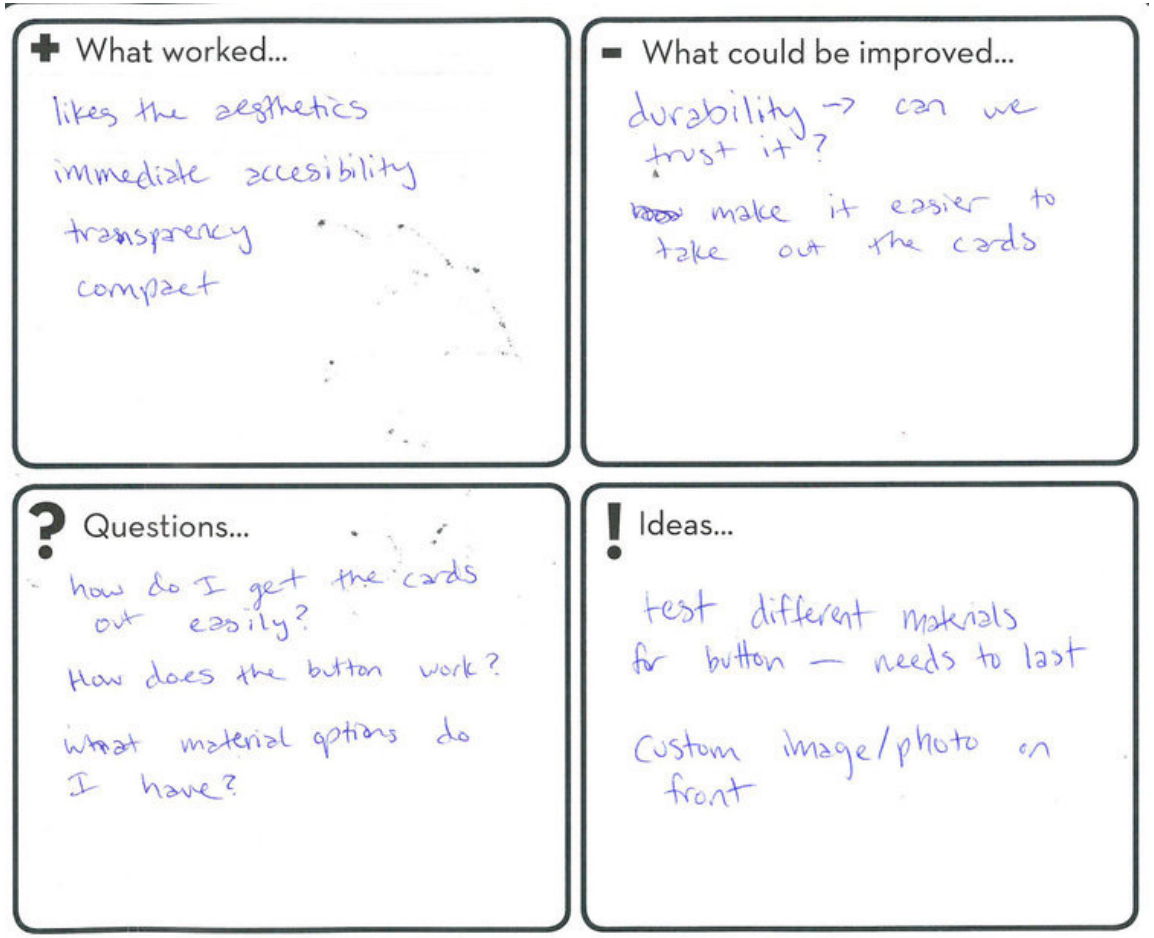
Spend 5 minutes sharing your solutions with your partner, then switch roles and repeat sharing.

THE WALLET PROJECT

RAPID PROTOTYPING
Reflect & Generate a New Solution: 3 minutes

Use the feedback from the 1st ‘prototypes’ to create a more personalized solution.

THE WALLET PROJECT



INTEGRATING
Share Solutions & Get Final Feedback: 8 minutes

Spend 4 minutes sharing your final solution with your partner, then switch.