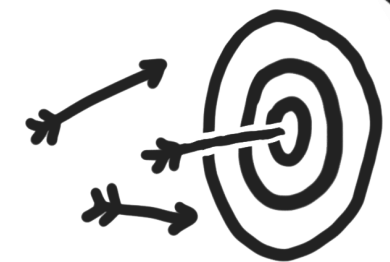
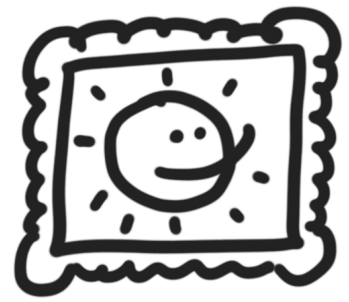


# Design Dash



*a super-fast introduction to design thinking methods & mindsets*



**WAIT! DON'T OPEN THIS YET!**

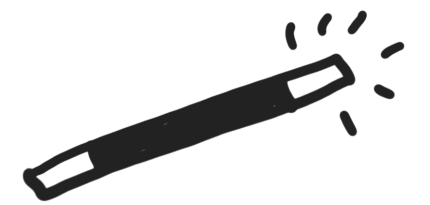
**TEAM MEMBERS (3-4)**

**A NUMBER BETWEEN 1 & 30**

Name & Sketch	Name & Sketch	Name & Sketch	Name & Sketch	Number 1-30
---------------	---------------	---------------	---------------	-------------

**OK, NOW YOU'RE READY.**

# You're going to REDESIGN...



Circle the topic that matches the number you picked.

1. Breakfast
2. Lunch
3. Dinner
4. Exercising
5. Meeting new people
6. Keeping in touch with old friends
7. Moving to a new house/apartment
8. Celebrating your birthday
9. Sleeping
10. Listening to music
11. Waking up
12. Commuting
13. Gardening
14. Volunteering
15. Watching TV/movies
16. Planning a vacation
17. Being at the airport
18. Taking a road trip
19. Traveling in a country where you don't know the language
20. Learning a new language
21. Grocery shopping
22. Doing the laundry
23. Reading the news
24. Recycling/composting
25. Cleaning your house
26. Giving gifts
27. Exploring your own city or town
28. Preserving memories
29. Personal style/beauty routine
30. Friday night

# Get to know your TEAM



Each team member shares 3 ways they connect to this topic.

Name & Sketch

# \_\_\_\_\_  
# \_\_\_\_\_  
# \_\_\_\_\_

Name & Sketch

# \_\_\_\_\_  
# \_\_\_\_\_  
# \_\_\_\_\_

Name & Sketch

# \_\_\_\_\_  
# \_\_\_\_\_  
# \_\_\_\_\_

Name & Sketch

# \_\_\_\_\_  
# \_\_\_\_\_  
# \_\_\_\_\_



# OBSERVE a new perspective



Invite an interviewee from another group to a conversation.  
Get to know your topic through someone else's eyes.

## NOTES

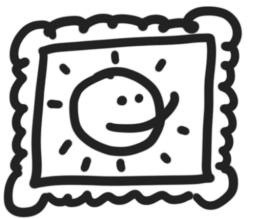
A large, empty grid of dashed lines, intended for taking notes. The grid consists of several overlapping rectangular boxes arranged in a roughly horizontal sequence from left to right, with some boxes overlapping vertically.

### Conversation Tips

- Listen 80% of the time; talk 20% of the time.
- Look for problems, pain points, and challenges.
- If you hear something interesting, ask "why?"



# DEFINE your challenge



Use your interview to frame a human-centered design problem.

## WE TALKED TO

Draw a picture

## WE'D NICKNAME THEM

e.g. Mr Clean,  
The Queen of DIY,  
The Calendar Wizard

## THEY SAY THEY NEED TO

What do they think are the  
main problems and  
challenges?

## HERE'S WHAT WE THINK IS THE UNDERLYING PROBLEM

What do you see that  
they don't see?  
  
What's the need behind  
their need?



# DRAW an idea



Draw an idea that solves the problem you found.

## YOUR CHALLENGE

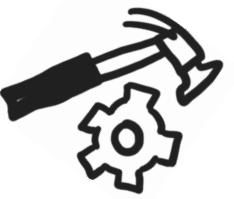
## YOUR SOLUTION

What do you see that they don't see?

What's the need behind their need?



# PROTOTYPE your idea



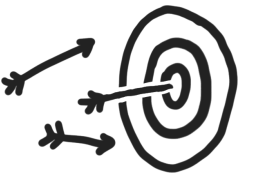
Build your idea! Make it tangible using the objects around you.

## Prototyping Tips

- Don't over-discuss! Just start building and see what happens.
- Build something people can interact with.
- You can be part of your prototype – as an actor, or as a smart object.



# TEST your prototype



Hand your prototype to your interviewee. What do they think?

A form for recording positive feedback. It consists of two overlapping dashed-line rectangles. To the right of the rectangles is a circle containing a plus sign (+).

**WHAT WORKS (AND WHY)**

A form for recording negative feedback. It consists of two overlapping dashed-line rectangles. To the left of the rectangles is a circle containing a minus sign (-).

**WHAT DOESN'T (AND WHY)**

**QUESTIONS WE HAVE**

A form for recording questions. It consists of two overlapping dashed-line rectangles.

**NEW IDEAS**

A form for recording new ideas. It consists of two overlapping dashed-line rectangles.



# ITERATE your prototype



Finally, improve your prototype based on the feedback you received.

Be open to changing your assumptions about your interviewee and what they need.