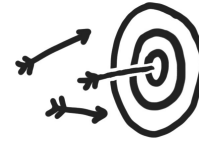
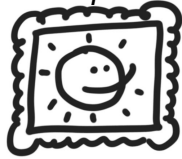




Design Dash

a fast-paced introduction to design thinking methods & mindsets



FILL IN THE BOXES BELOW! YOU HAVE 3 MINUTES!

TEAM MEMBERS (3-4)

**CHOOSE A NUMBER
BETWEEN 1 & 30**

Name & Sketch

Name & Sketch

Name & Sketch

Name & Sketch

Agree as a Team

STOP

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You're going to REDESIGN...



Circle the topic that matches the number you picked.

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

Get to know your TEAM



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

Name & Sketch

A dashed rectangular box for sketching, located in the top left quadrant.

Name & Sketch

A dashed rectangular box for sketching, located in the top right quadrant.

Name & Sketch

A dashed rectangular box for sketching, located in the bottom left quadrant.

Name & Sketch

A dashed rectangular box for sketching, located in the bottom right quadrant.

4 MINUTES



OBSERVE a new perspective



Interview each other = have a mostly one-way conversation. Get to know your topic through someone else's eyes. Use the reverse side if necessary!

NOTES

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?"

4 MINUTES

○ ● ○ ○ ○ ○

DEFINE your challenge



Frame a human-centered design problem based on your shared understanding(s).

OUR USER

Draw a picture

WE NICKNAMED THEM

e.g. Mr Clean

HOW MIGHT WE...

THEY SAY THEY NEED TO

Main issue? Challenge?

WE SAY THE PROBLEM IS

What you see that they don't:

5 MINUTES



DRAW an idea



Draw an idea that solves the problem you found (use the reverse side if necessary).

THE CHALLENGE

What's the need behind their need?

YOUR PROPOSED SOLUTION

A large rectangular area defined by a dashed line, intended for drawing a proposed solution.

5 MINUTES



PROTOTYPE your idea



Build your idea! Make it tangible using the available supplies.

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.

20 MINUTES
○○○○●○



TEST your prototype



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

WHAT WORKS (AND WHY) (+)

(-) WHAT DOESN'T WORK (AND WHY)

QUESTIONS WE HAVE (?)

(!) NEW IDEAS

4 MINUTES
○○○○○●

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.

~10 MINUTES

Created by Molly Wilson at the HPI School of Design Thinking.

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REFLECT on the process

You have 1 minute 30 seconds to:

- 1) Introduce your team, then share a SINGLE SENTENCE that DESCRIBES your PROTOTYPE.
- 2) Then, IDENTIFY the HARDEST PART of the activity for you.
- 3) Finally, DESCRIBE what it was like designing for ANOTHER PERSON.

Go to: [make your own flipgrid]

~10 MINUTES

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