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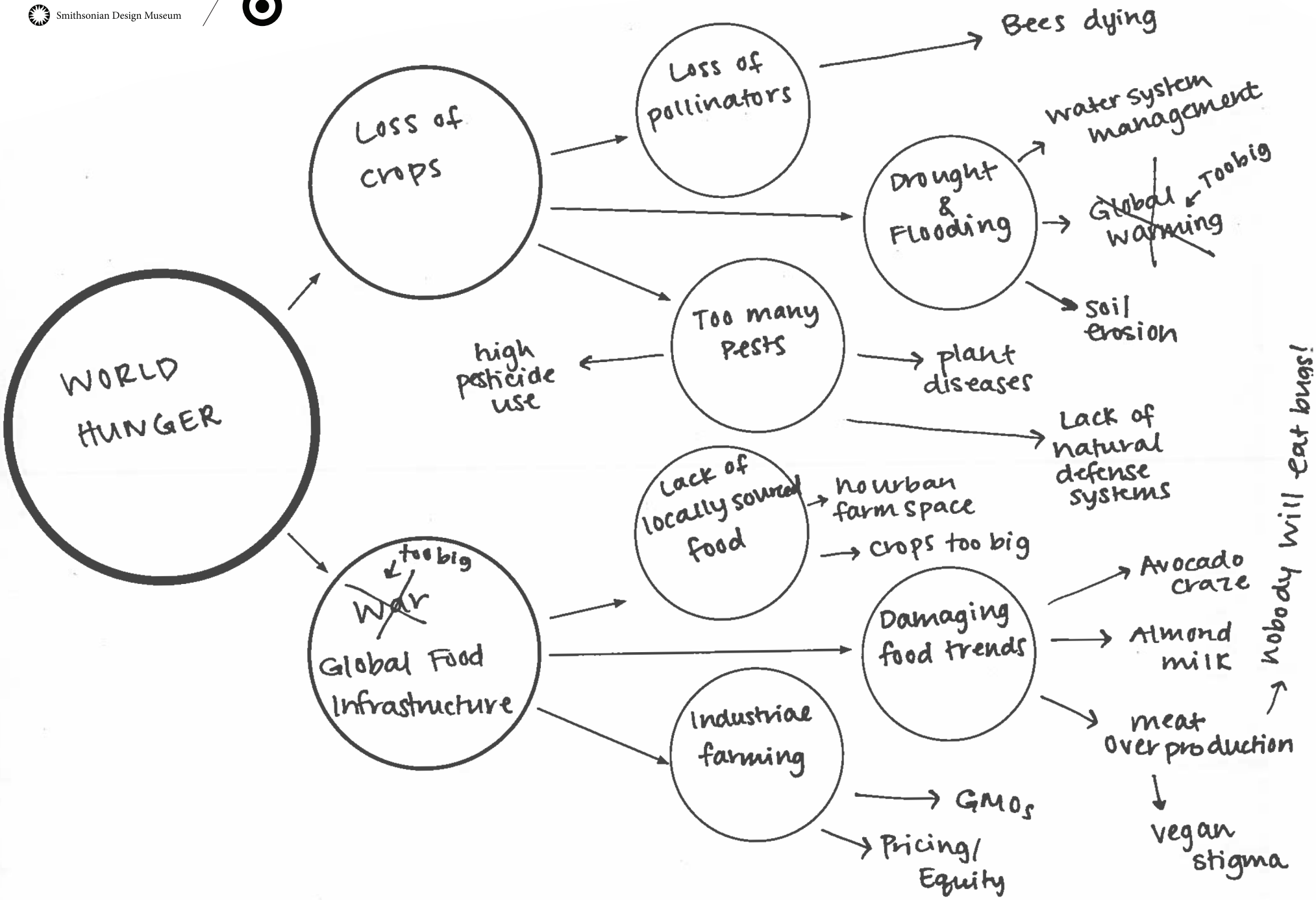
DEFINING THE PROBLEM

Defining exactly what problem to solve is an important first step for designers. Use the chart to identify a global problem that matters to you, then break that problem into smaller pieces so that you can create a focused design solution.



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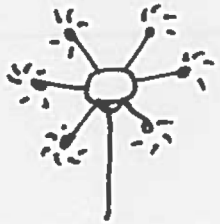
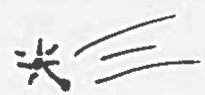
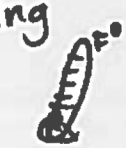
DESIGN TACTICS MATRIX

Use the design tactics below to help investigate ways your design can positively affect, borrow from, work together with, or utilize nature to create a solution to a global problem.

NATURE	ZOOM IN	ZOOM OUT	MIMIC ACTIONS	USE EVERYTHING	REVERSE COURSE
Bee Hive	Fluffy legs	"Hive Mind"- Share info	Swarms w/ specific jobs	Bees Honey Honeycomb Pollen Bee-Keepers Plants	Colony Collapse Disorder
Dandelion	Starburst 	Grow like weeds	Carried by the wind 	Dandelion gardens + Flowers + Seeds	Dandelion seeds in my hair
Seasons	↑ ↑ ↑ Temperature change ↓ ↓ ↓	Tilt of Earth's Axis	Tell things when to do what	Spring → Summer → Fall → winter → Spring	Global Warming 

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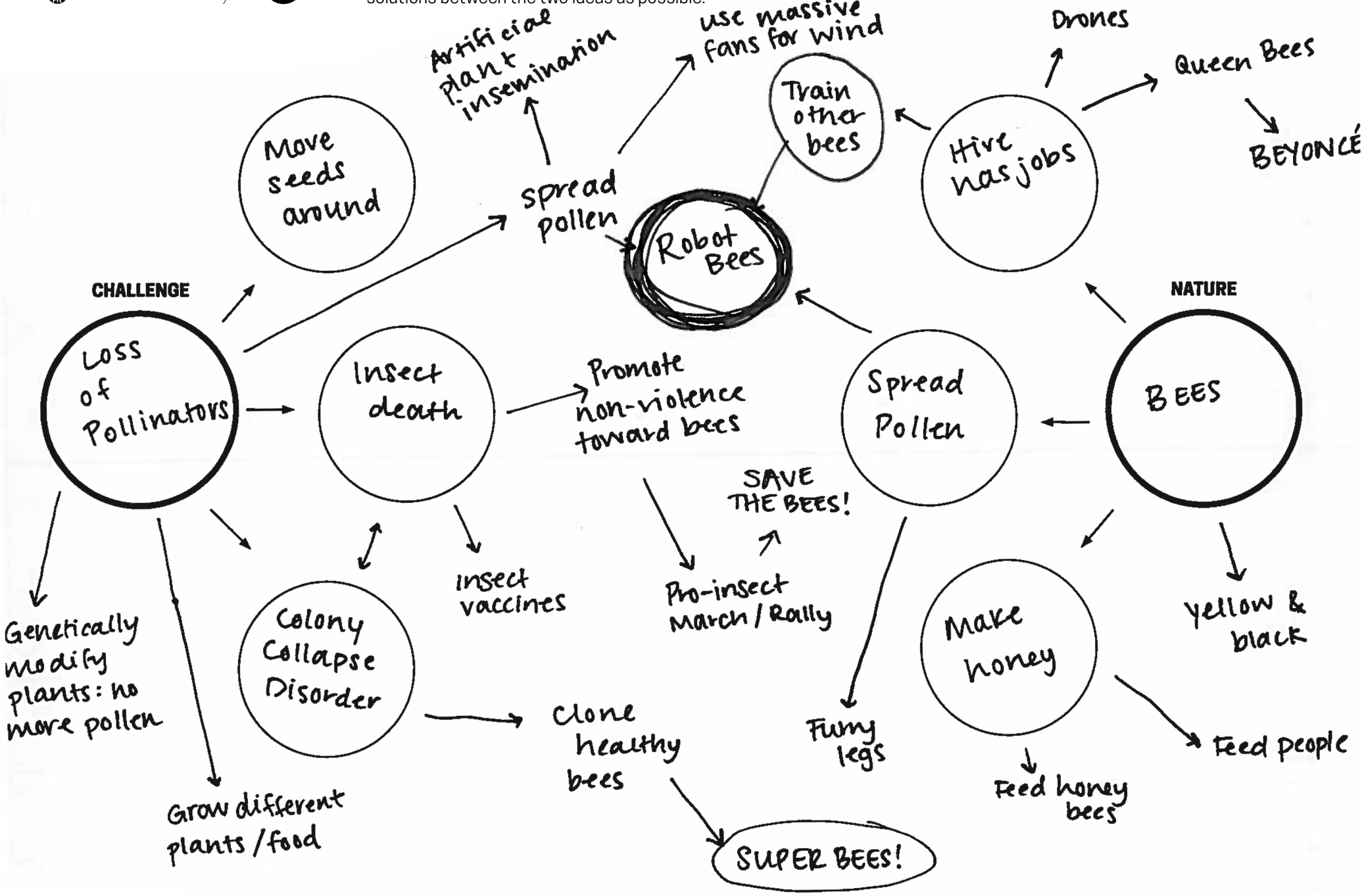
MAPPING

Use one of the defined challenges and natural elements that you have explored in the "Defining the Problem" and "Design Tactics Matrix" and add them to the bold circles. Map related properties, components, elements, ideas, behaviors, and users to identify potential solutions to your challenge. Add additional circles as needed and try to find as many connections and solutions between the two ideas as possible.