LET'S LOOK AT THE DESIGN PROCESS

There are six steps—define, empathize, brainstorm, prototype, test and launch.

DEFINE → **EMPATHIZE** → **BRAINSTORM** → **PROTOTYPE** → **TEST** → **LAUNCH!**
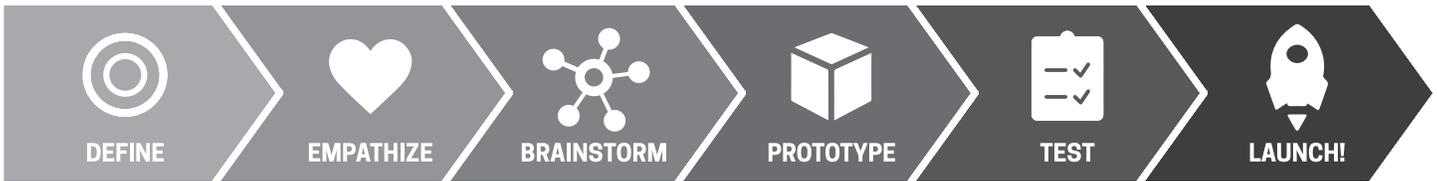
ON YOUR OWN, SEE IF YOU CAN MATCH THE DESCRIPTION WITH THE DESIGN ICON
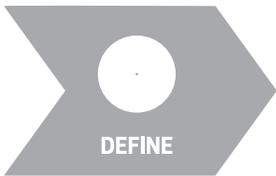
DEFINE

A. This is the process of generating ideas to solve a problem.

EMPATHIZE

B. This is an early, visual model of an idea.

BRAINSTORM

C. This helps us better understand how to approach a challenge.

PROTOTYPE
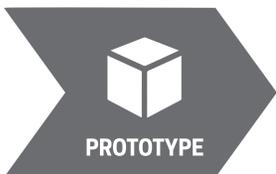
D. This is an important step to help us further define who our user is and what our user needs.

TEST

E. Your final design.

LAUNCH!

F. Refine and make changes to our design to make sure it works.

DESIGNERS BEGIN BY DEFINING A PROBLEM

Defining the problem helps designers understand how to approach their challenge. What's your design challenge? Write down your design challenge in the space below or on a piece of paper.

USERS

Who is your user? What does your user need? Use the space below, or a piece of paper to share more about your user.
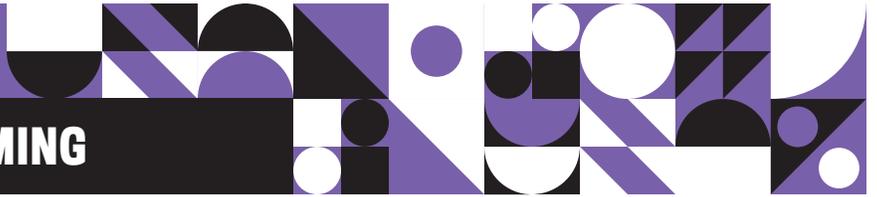
BRAINSTORMING EXERCISE

Brainstorming is the process of generating ideas to solve the problem. Let's try it! Draw 30 circles on a piece of paper or use the circles below for this activity. Using a writing tool, turn as many of the blank circles into recognizable objects in three minutes. Ready, set, go!
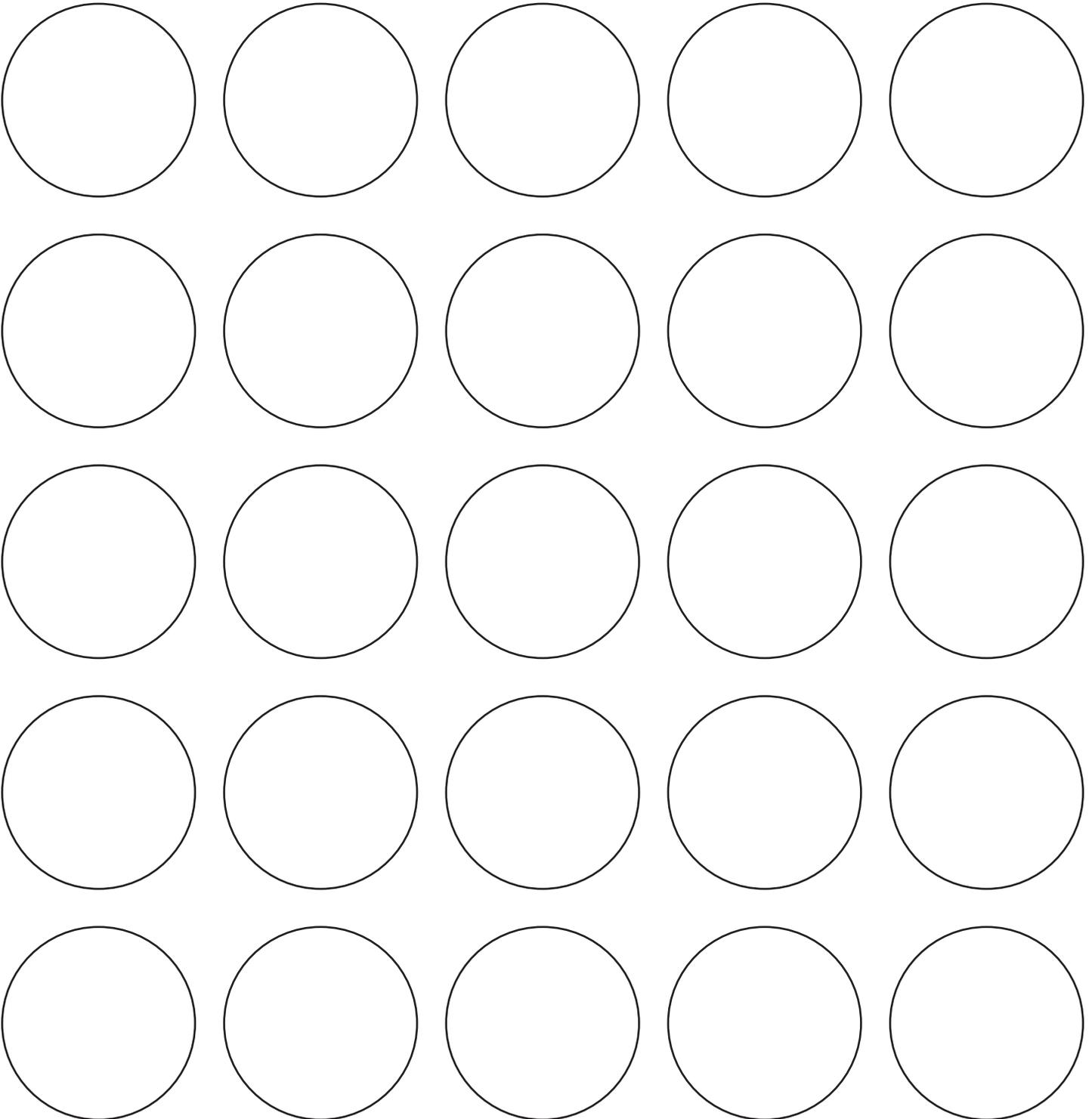
ITERATION #1

Iteration is the repetition of a process. Designers iterate during the design process to change and improve their design. Use the space below, or a piece of paper to design your first iteration!

PRACTICE GIVING FEEDBACK

Feedback is critical for the success of a design in making that sure it accurately addresses the design problem and the user. Feedback helps the designer to consider things from another angle or viewpoint. Let's practice getting feedback. For this challenge, you'll need some help! Connect with a friend, neighbor, sibling, parent or caregiver. No one to ask? No problem. You can practice giving feedback to yourself, which is just as important.

With your partner, begin by sharing your design challenge. Then, share your brainstorming ideas and your first iteration. When you've finished sharing, ask them to share at least 1 response using "I Like, I Wish, I Wonder". Let's look at an example.

EXAMPLE DESIGN CHALLENGE

Design a bicycle with five balloons that can move Yoda from Central Park to the moon.

I LIKE …

…that Yoda has a way to meditate on his long journey from Central Park to the moon.

I WISH …

…that he had a safe way to enter and exit the bicycle.

I WONDER …

…if you could think about anything else that your user needs to maker their journey comfortable.

Now, it's your turn! Using the space below or a piece of paper, write down the feedback from your partner.

I LIKE …

I WISH …

I WONDER …

ITERATION #2

Iteration is the repetition of a process. Designers iterate during the design process to change and improve their design. Incorporate the feedback from your partner. Use the space below, or a piece of paper to design your second iteration!

My first design iteration was

The feedback from my partner was

I changed my second iteration by

PROTOTYPING

Prototyping is an early, visual model of an idea and is often made on a smaller scale than a finalized object. This helps designers to bring their ideas to life, share their ideas with others, and see what works. Designers make lots of prototypes to help find the best solution.

Prototypes aren't just 3-dimensional. There are lots of ways to design a prototype.
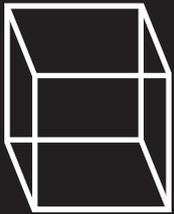
3D MODEL
Low-fi physical mock up of products, online platform, space layout, ecosystem, etc.

ROLE PLAY
Role play as service provider and customer
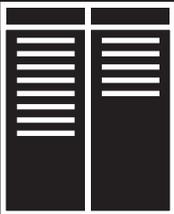
TODAY/TOMORROW DIAGRAM

FUTURE AD
Newspaper cover page from the future, event, flyer, sample meeting agenda.

WIREFRAME/BLUEPRINT
Loose sketch/mock up of a digital interface.
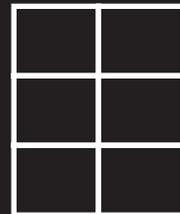
COMIC STRIP
A series of 6 or more images that show activities and/or thoughts over time.

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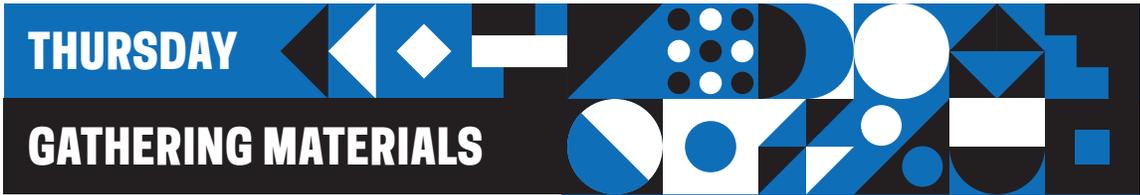
BEFORE YOU START

If you are building a 3-dimensional prototype, get creative with what's around your home. Think about how you can use everyday materials in a NEW way to create your design. Use a piece of paper or the space below to list your materials.

NO MATERIALS? NO PROBLEM!

All you need is a piece of paper, a writing tool, and your imagination.
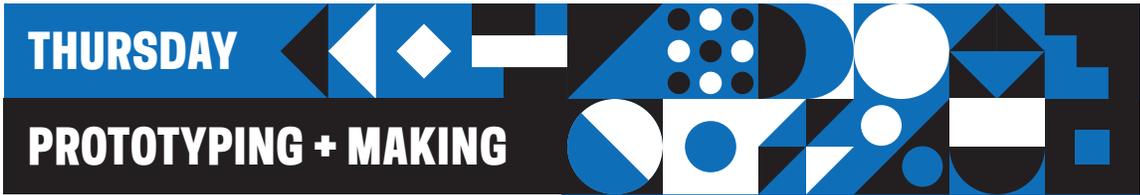
BUILD

Build your prototype. When you're done, use the space below or a piece of paper to share more about your design.

WHAT DID YOU BUILD?

Make a note of your prototype here.

DIG DEEPER

What worked?

What could be improved?
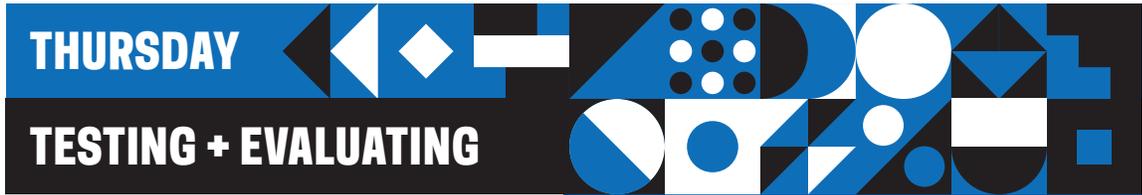
TESTING

Once the designer has prototyped their idea and selected the best design solution, they need to test it out to make sure that their design works. Designers go through many iterations or versions before the launch or final design.

Connect with a friend, neighbor, sibling, parent or caregiver. No one to ask? No problem. You can practice giving feedback to yourself, which is just as important.

Share your prototype with the person that will be giving you feedback. When you've finished sharing, ask them to share at least 1 response using "I Like, I Wish, I Wonder". Using a piece of paper or the space below, write down the feedback you received from your partner.

I LIKE …

I WISH …

I WONDER …

Let's think about how we can incorporate feedback into our prototypes. Try to change or modify at least one part of your prototype.
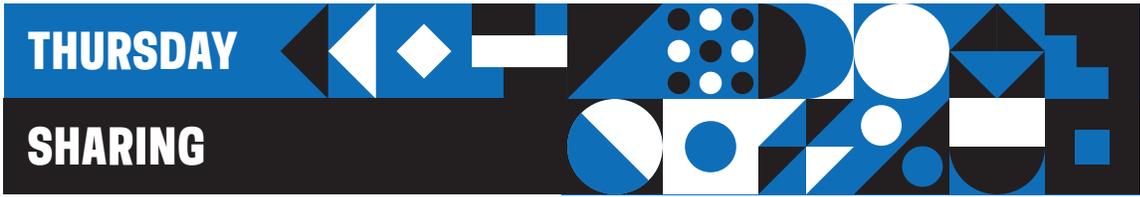
SHARING YOUR DESIGN PROCESS

Use a piece of paper or the space below to share how you worked through the design process this week.

My design challenge was

_____

_____

My intended user was

_____

_____

I went through my design process by

_____

_____

One challenge I had to overcome was

_____

_____

I would improve my project by

_____

_____
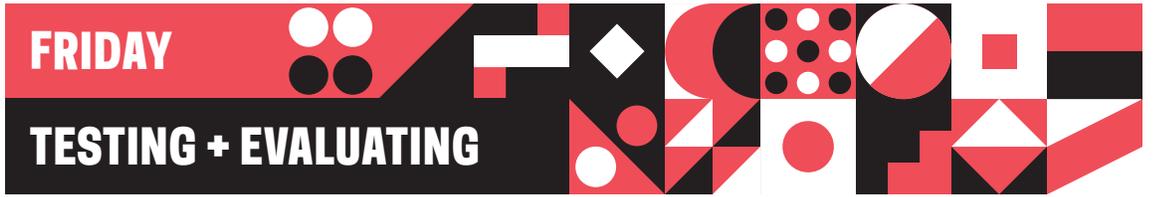
REFLECTION CHALLENGE - 20 SQUARES

Use the squares below or a piece of paper to write or draw 20 memorable moments that you remember from the week. It could be a new word that you learned or an activity that you enjoyed.

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DESIGN VOCABULARY
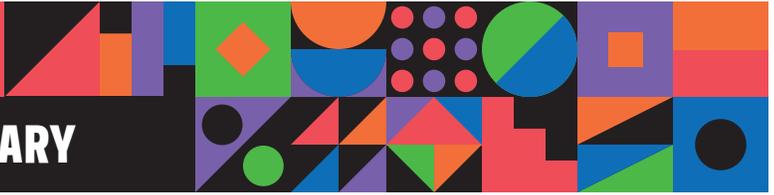
VOCABULARY INDEX

Use the space below or a piece of paper to add at least 1 new vocabulary word per day

WORD	DEFINITION
DESIGN	*To make something for someone who needs to solve a problem.*