

## 2.1 DESIGN THINKING

*Directions:* To design your product, service or app, interview three to five people. Ask questions that give you an idea of the way they use, like, struggle and would prefer to do the task described in your challenge. Start gaining empathy.

Dig deeper, try to find stories, feelings, and emotions, ask “why”? often

Use this template with each interviewee

### Interview

### Dig Deeper

## 2.1 DESIGN THINKING

### Reframe The Problem

#### Capture findings

**Needs:** things they are trying to do\*

\*use verbs

**Insights:** new learnings about your friends' feelings/worldview to improve your design\*

\*try to find clues from the ideas they share with you

#### Define problem statement

Middle schoolers need a way to

---

user's needs

---

user's needs

Unexpectedly, in their world,

---

insights

---

insights

## 2.1 DESIGN THINKING

Ideate: generate alternatives to test.

**Sketch 3-5 radical ways to meet your user's needs.**

---

Write your problem statement above

**Share your solutions & capture feedback.**

Notes:

## 2.1 DESIGN THINKING

Iterate based on feedback.

### Reflect & generate a new solution.

Sketch your big idea, note details if necessary!