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| **dESIGN BASED LEARNING** | | |
| EMPATHIZE Understanding people, within the context of your design challenge. | * Learn from experts * Uncover emotions * Seek stories * Understand big picture   \*Consider all living species |  |
| DEFINE Outline the challenge you are taking on (POV)- craft a meaningful and actionable problem statement, narrow in. | * Write out problem statement * Identify considerations, issues, all groups involved * Consider all information learned * Q= user + need + insight |  |
| IDEATE Understanding the problem and coming up with general solution ideas. Open minded thinking with group. | * Brainstorm with group- all ideas, ask for clarity * Build on others’ ideas * No judgement * Mind map, sketch ideas * Step beyond obvious ideas |  |
| PROTOTYPE Create an artifact intended to answer your question/problem. There will be many before one is “it”. | * Create quick objects and experiences * Role play to get ideas fine-tuned * Build to think and learn and generate more/new ideas * Build with the user in mind |  |
| TEST Test to see if what you have created is going to work, embrace feedback, refine for user group. | * Test with users to gather feedback and gather more information to make it better. * Embrace feedback * Gain deeper understanding of target goal and user need. |  |
| ASSESS Consider what you created and feedback. How did you do? What could still be done? | * Reflect on the design process. * Consider feedback and alter if needed. * Consider guidelines for evaluating project. |  |