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| **dESIGN BASED LEARNING** |
| EMPATHIZEUnderstanding people, within the context of your design challenge.  | * Learn from experts
* Uncover emotions
* Seek stories
* Understand big picture

\*Consider all living species |  |
| DEFINEOutline 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
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| IDEATEUnderstanding 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
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| PROTOTYPECreate 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
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| TESTTest 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.
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| ASSESSConsider 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.
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