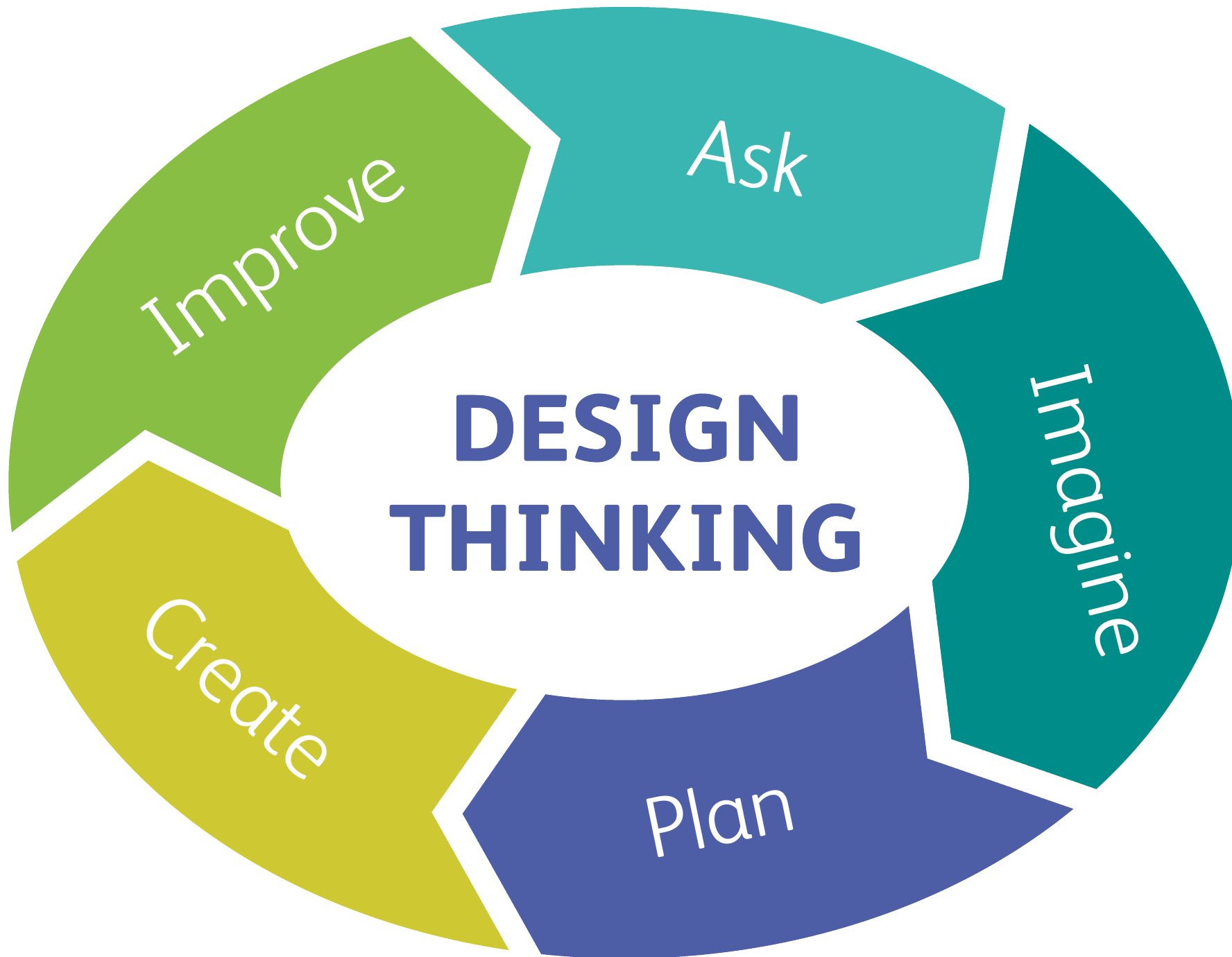




Design Thinking Tools



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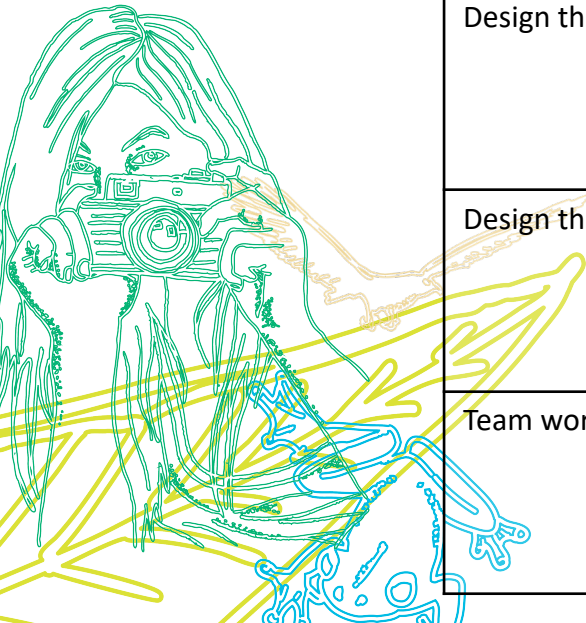
The stories behind our trees



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The stories behind our trees

What will
success
look like?

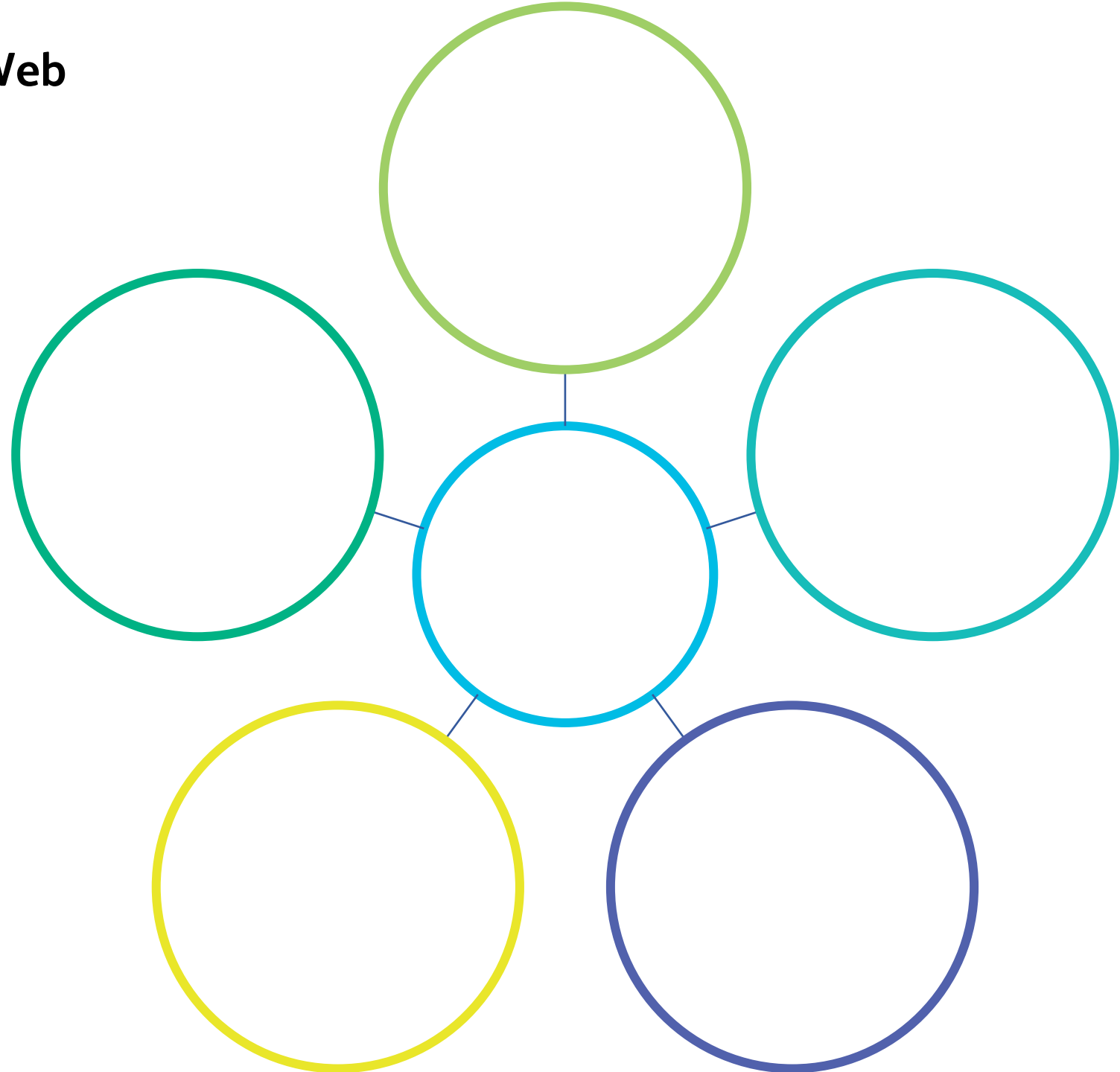
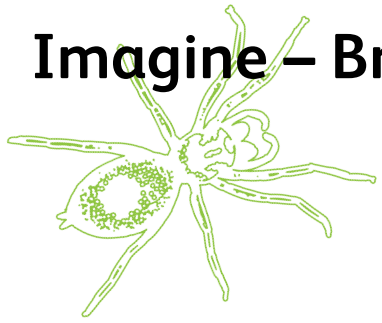
Design a rubric
or success
criteria



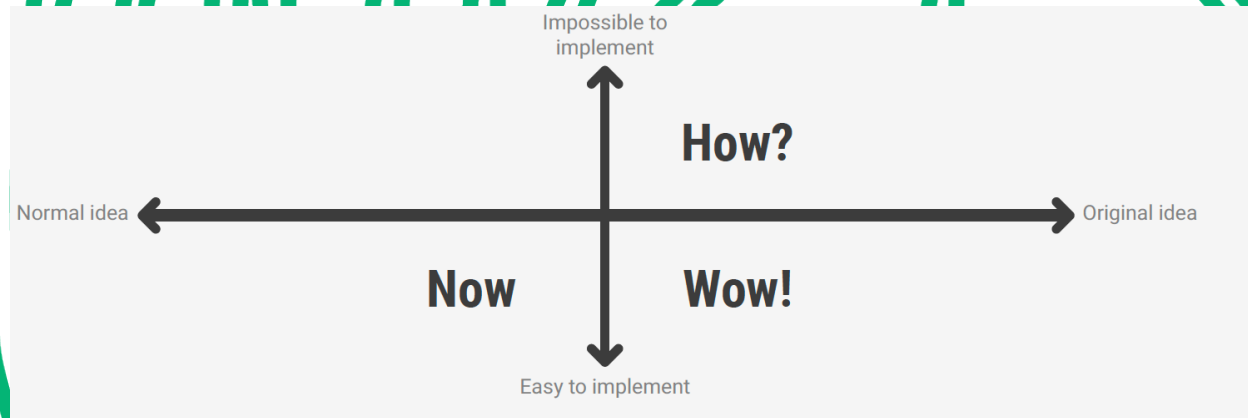
Ask

Learning Goals				
Design thinking: Ask				
Design thinking: Imagine				
Design thinking: Plan				
Design thinking: Create				
Design thinking: Improve				
Team work:				

Imagine – Brainstorm Web



Imagine - Create a Now, Wow, How Matrix



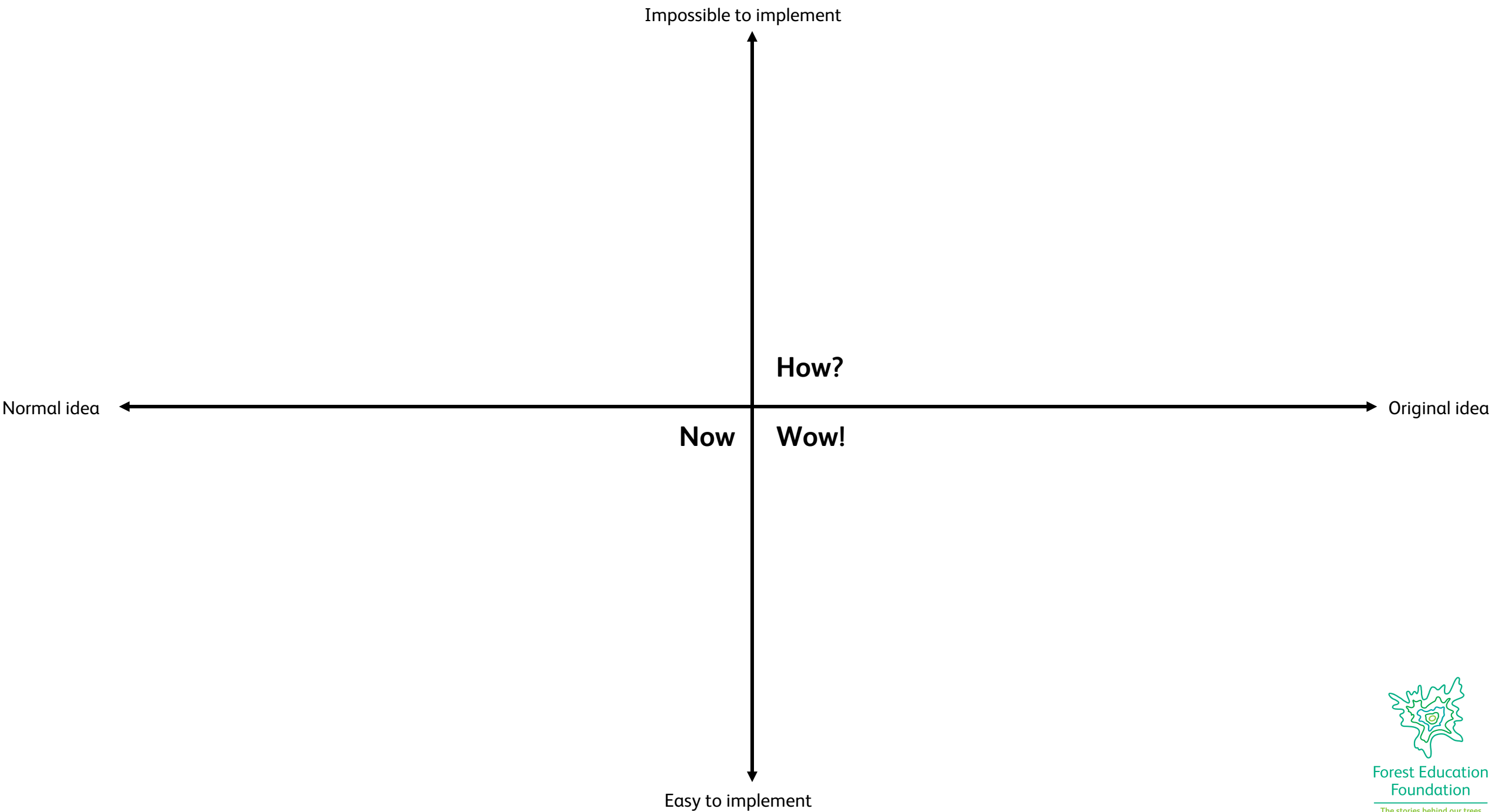
The matrix helps sort ideas – it will help you work through the pile of ideas which you’ve generated and select the best ones, which you can start planning and creating.

Now: ideas that can be developed immediately but may not be creative.

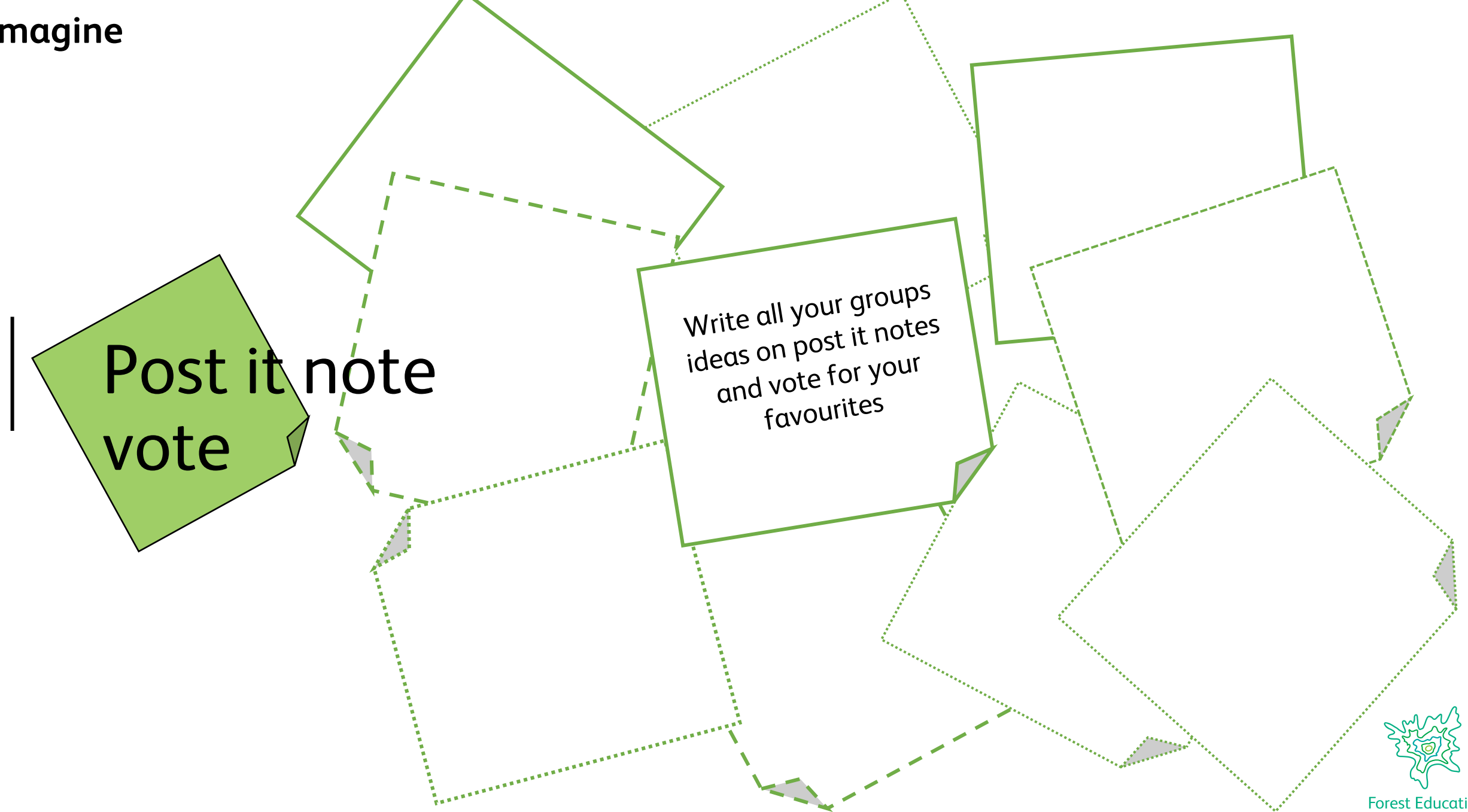
Wow: ideas that can be developed and are innovative.

How: ideas that could possibly be developed in the future.





Imagine



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What will you need?

-
-
-
-

Sketch it:





How might we....

How Might We - questions can be used in a number of ways- to open up brainstorm sessions or to prompt improvements of a current design.



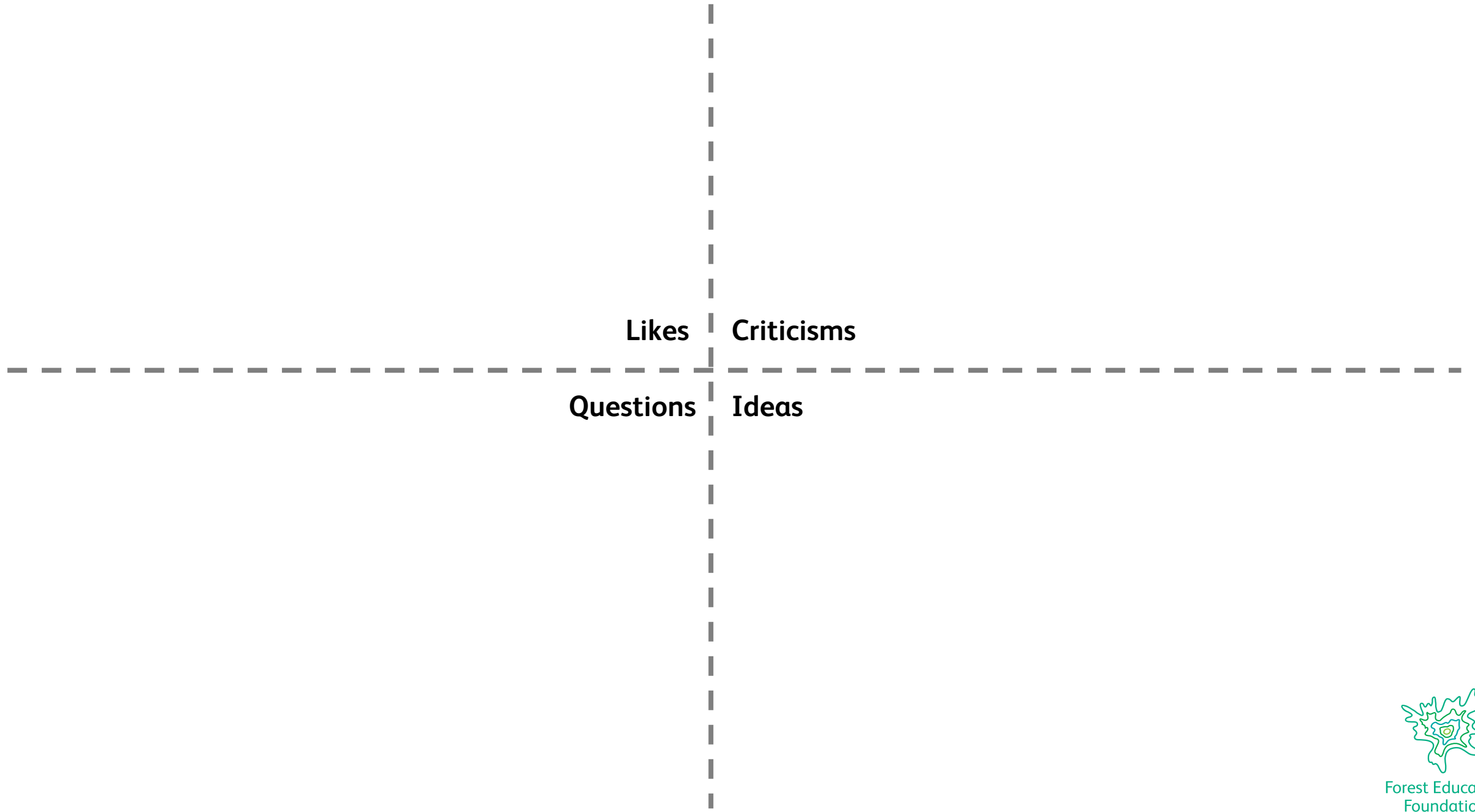
Gaining Feedback

Likes	Criticisms
Questions	Ideas

Feedback Capture Grid

1. Divide a sheet of paper into four quadrants.
2. Label the top-left quadrant “Likes” — this will be where you will note down positive feedback.
3. The top-right quadrant is “Criticisms”, where you will capture negative feedback and criticisms about the prototype.
4. On the bottom-left quadrant is “Questions”, where you write down questions that the users have asked as well as new questions the test session raised.
5. Lastly, label the bottom-right quadrant “Ideas”, where you take down any ideas that the testing session had sparked.



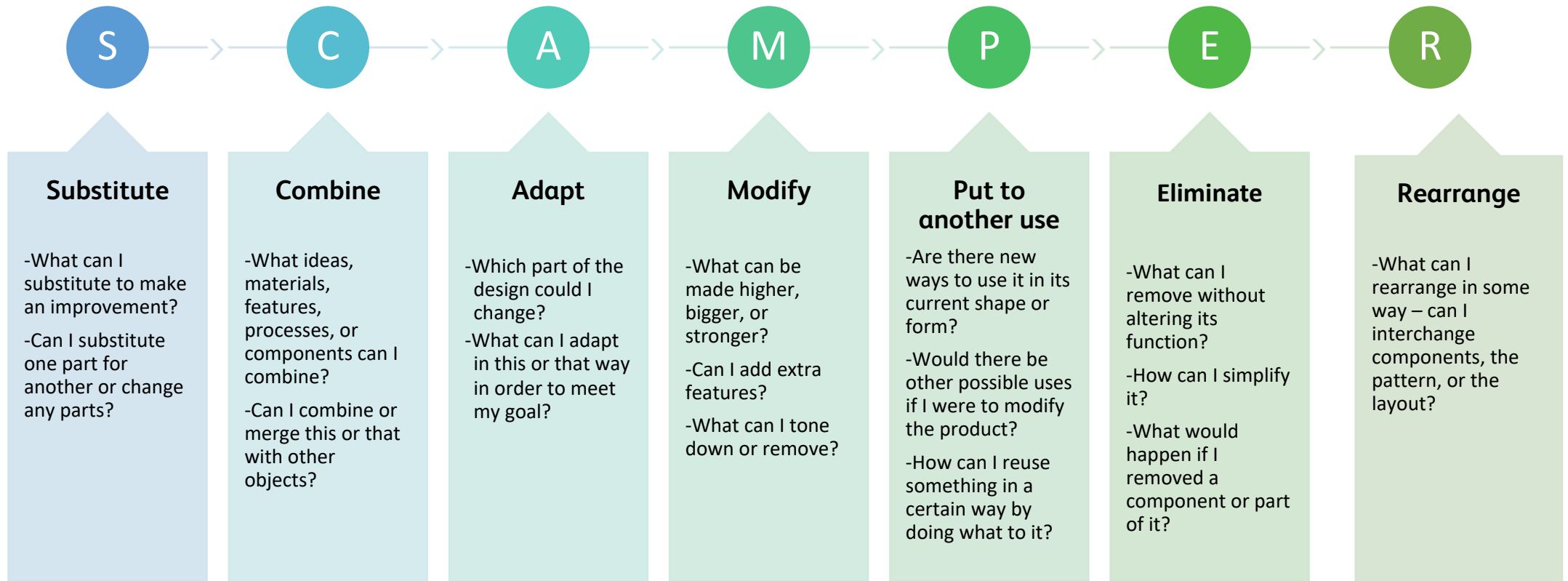


I Like, I Wish, What If

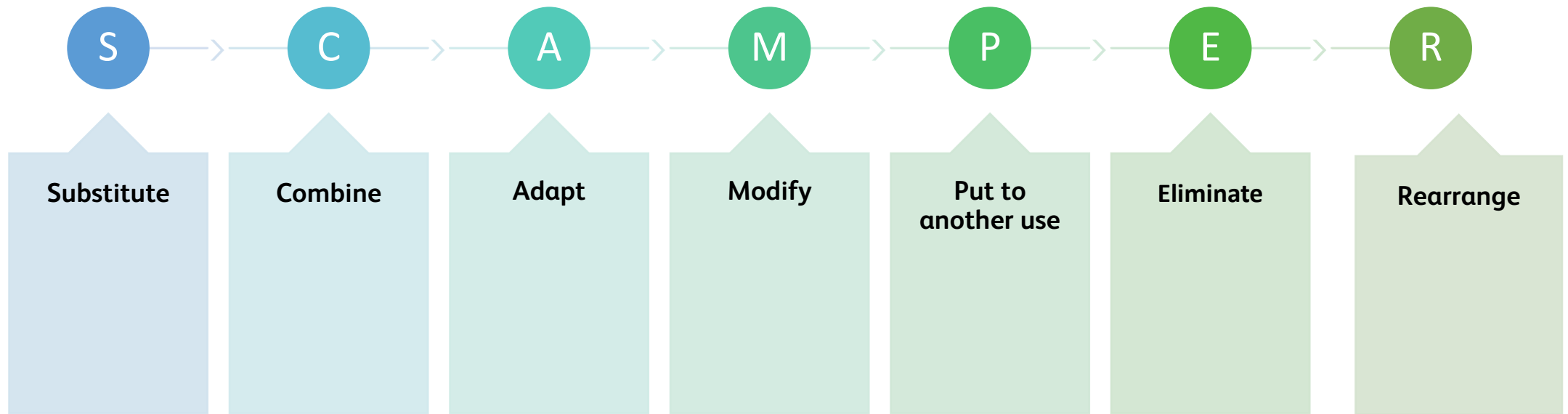
- I Like, I Wish, What If.. provides opportunities for reflection by coming up with three kinds of statements.
- “I Like...” statements, that convey the aspects that he or she liked about the design. This provides you with positive feedback about your prototype.
- “I Wish...” statements, prompt to share ideas of how the prototype can be changed or improved. This is a chance to collect negative feedback and constructive criticism.
- “What If...” statements, can express new suggestions that might open up different possibilities to explore.



SCAMPER



SCAMPER

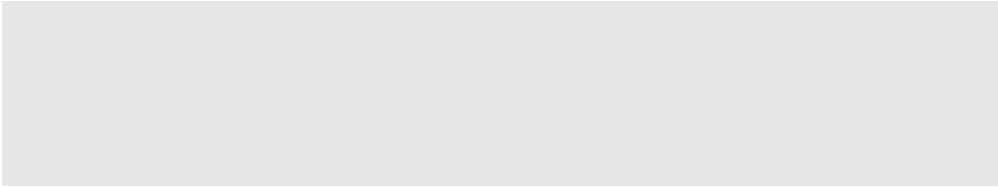


Designer Reflection

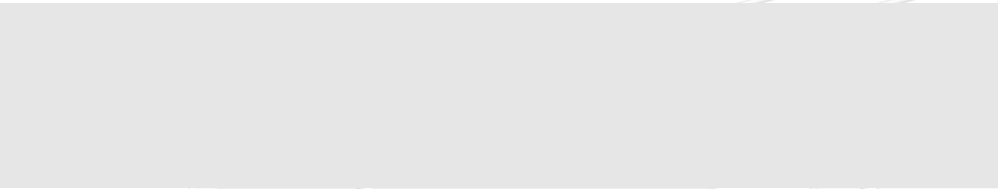
How did our plans change?

What did we ...

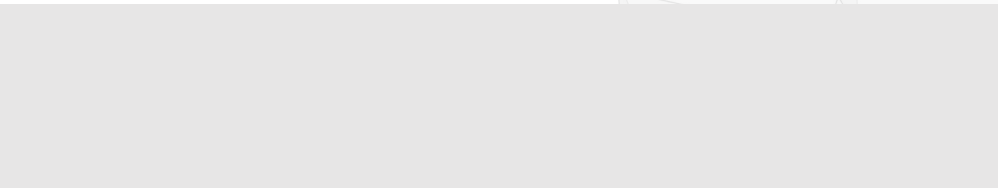
- Keep



- Remove



- Improve



What was a barrier or challenge to our design?

