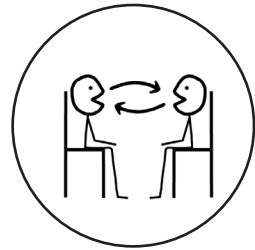


DESIGN THINKING PROJECT GENERATOR



Phase 1: Getting Started

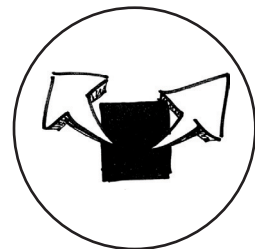


Starting From Scratch:

What is a unit/topic in the curriculum that you think would lend itself well to Design Thinking?

What is the overall goal/objective of the unit/curriculum? (this goal will be used as a base to double check that you are meeting the needs of the unit while you design your Design Thinking task)

How much time will you have to complete the lesson?



Using an Existing Lesson:

What are projects that you already do?

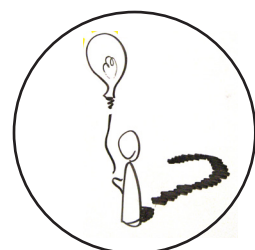
Can you integrate empathy/design for someone else?

How can students create multiple iterations?

Can you adjust the project to have more real-world relevance?

Can there be multiple "right answers"?

Phase 2: Developing the Big Picture



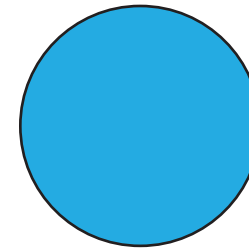
Big Picture Questions:

Is there an opportunity to have students design for others? (i.e. other students, characters, other people on campus)

How can we get students to break open the box of creativity?

Can we create a low-resolution initial draft, get feedback on their idea, and develop a second iteration?

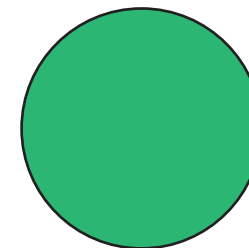
Phase 3: Designing Specific Stages



Empathy:

Who will students be designing for?

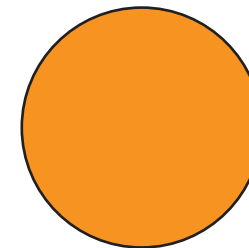
How will students build empathy for their user? Will they be reading? Interviewing? Observing?...



Defining the problem:

How much time do you want to allow for this phase?

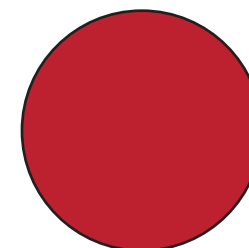
How much latitude do students have in this phase? (In some cases you can skip this phase if the project is already relatively tightly scoped.)



Ideation:

How much time will you allow for brainstorming?

What groups will you use for brainstorming?

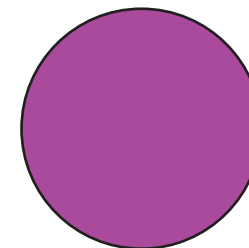


Prototype:

What is the form of the prototype? A thing? An outline? A rough draft?...

What materials will you provide for the prototype?

How many iterations will students develop?



Test:

Who will provide feedback? Try to find the closest approximation to an authentic user.

What level of guidance will students need to give/receive effective feedback?