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?