

**OUR CHALLENGE IS TO DESIGN ...**

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**TABLE OF  
CONTENTS**

<b>1</b>	<b>INTERVIEW NOTES</b>
<b>2</b>	<b>INTERVIEW REFLECTION</b>
<b>3</b>	<b>IDEA SKETCH</b>
<b>4</b>	<b>PROTOTYPING</b>
<b>5</b>	<b>PROTOTYPE FEEDBACK</b>
<b>6</b>	<b>PROTOTYPE SUMMARY</b>
<b>7</b>	<b>PERSONAL REFLECTION</b>

# INTERVIEW NOTES

To find out about the person's experience you might ask:

- Tell me about your ...?
- What happened? How did you feel? Why was that?
- What did you enjoy about ...? Why was that?
- What do you wish you'd known more about?
- What would have made it better or easier?

## TIPS

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Listen for  
feelings and  
needs

--

Listen openly  
without  
judgement

--

Ask why

--

Ask for an  
example

## Notes from Interview One

## Notes from Interview Two

## WHAT DID WE LEARN?

# INTERVIEW REFLECTION



### LIST ALL THE FEELINGS YOU HEARD:

*When people ... they feel...*

### LIST DIFFERENT THINGS PEOPLE NEEDED:

*When people ... they need...because...*



# IDEA SKETCH

What are some different ways we could improve the experience? Sketch or write 3 different possible ideas.

## QUICK SKETCH 1

## QUICK SKETCH 2

## QUICK SKETCH 3

**BRING YOUR IDEA TO LIFE BY QUICKLY BUILDING IT IN 3D USING THE RESOURCES PROVIDED.**

**PROTOTYPE**

**Using the materials, create a quick and rough prototype that can represent the idea.**

**A prototype is a quick and simple version of an idea.**

**GET FEEDBACK FROM OTHERS.  
FIND ONE OTHER PAIR AND ASK ...**



**PROTOTYPE  
FEEDBACK**

**Something about your prototype they  
would keep...**

**Something about your prototype they would change...**

# PROTOTYPE SUMMARY

This is a summary sheet to go alongside your prototype. Use this space to describe the needs and feelings expressed during the interview that area represented in your prototype.

**Our idea to improve this design is ...**

**This is important because ...**

**Our idea helps them to do that by...**

Individually capture your reflections in this sheet.



**PERSONAL  
REFLECTIONS**

Something new I did today was...

From that I learned...