

OUR CHALLENGE IS TO DESIGN ...

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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...