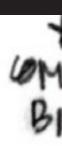


## An Introduction to Design Thinking In One Hour



HASSO PLATTNER Institute of Design at Stanford

ENTERIENCES SERMCES SMART SPACES



# Design the IDEAL tool for our aging society.

### Draw 3min

Sketch your idea here!





# Your NEW Design something useful and meaningful for your <u>partner</u>. Start by gaining <u>empathy</u>.

# **1** Interview

8min (2 sessions x 4 minutes each)

Notes from your first interview

# **2** Dig Deeper

6min (2 sessions x 3 minutes each)

Notes from your second interview

Switch roles & repeat Interview

# Reframe the problem.

# **3 Capture findings** 3min

### **Goals and Wishes:**

What is your partner trying to achieve? \*use verbs

**Insights**: New learnings about your partner's feelings and motivations. What's something you see about your partner's experience that maybe s/he doesn't see?\*

\*make inferences from what you heard

4	Take a	stand
	with a	point-of-v

needs a way to

because (or "but ...." or "Surprisingly ....") [circle one]

### **view** 3min

partner's name/description

user's need

insight

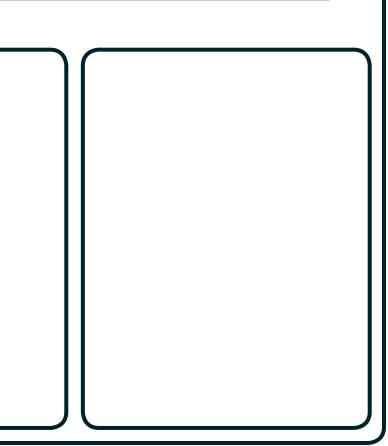
# Ideate: generate alternatives to test.

### **5 Sketch at least 5 radical ways to meet your user's needs.** 5min

write your problem statemer	nt above	

### 6 Share your solutions & capture feedback. 10min (2 sessions x 5 minutes each)

Notes

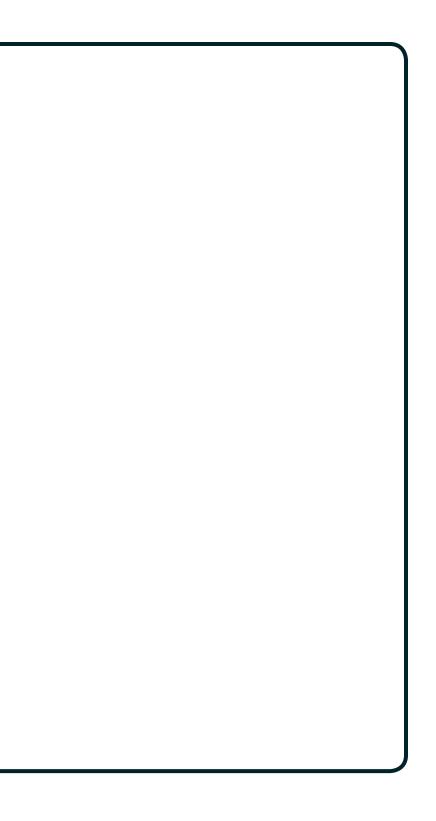


Switch roles & repeat sharing.

# Iterate based on feedback.

# 7 Reflect & generate a new solution. 3min

Sketch your big idea, note details if necessary!



# **Build** and <u>test</u>.

# **8** Build your solution.

Make something your partner can interact with!	What worked	
[not here]	Questions	
7min	8min (2 sessions x 4 minutes a	each)



## **9** Share your solution and get feedback.

Vhat could be improved...

eas...