DESIGN BASED LEARNING

EMPATHIZE Understanding people, within the context of your design challenge.	• Learn from experts • Uncover emotions • Seek stories • Understand big picture *Consider all living species	
DEFINE Outline the challenge you are taking on (POV)- craft a meaningful and actionable problem statement, narrow in.	• Write out problem statement • Identify considerations, issues, all groups involved • Consider all information learned • Q= user + need + insight	
IDEATE Understanding the problem and coming up with general solution ideas. Open minded thinking with group.	• Brainstorm with group- all ideas, ask for clarity • Build on others' ideas • No judgement • Mind map, sketch ideas • Step beyond obvious ideas	
PROTOTYPE Create an artifact intended to answer your question/problem. There will be many before one is "it".	• Create quick objects and experiences • Role play to get ideas fine-tuned • Build to think and learn and generate more/new ideas • Build with the user in mind	
TEST Test to see if what you have created is going to work, embrace feedback, refine for user group.	• Test with users to gather feedback and gather more information to make it better. • Embrace feedback • Gain deeper understanding of target goal and user need.	
ASSESS Consider what you created and feedback. How did you do? What could still be done?	• Reflect on the design process. • Consider feedback and alter if needed. • Consider guidelines for evaluating project.	