

Design Based Learning Planning

1. Empathy: Interview Notes (2(3) x 4mins)

a. Name: Who:

b. Name: Who:

c. Name Who:

2. Detailed Interviews (Empathy cont.) (2 x 3 mins)

This is what I am hearing-

What details am I missing?

Final input-

Who else should I speak to?

3. Define: Defining the Issue (3 Mins)

Problem Statement (what do we need to do?)

Insights (considerations for the user you have learned about)

Questions (diving deeper/you have/moving forward)

8. Reflection

How did the project go?

Where were the obstacles?

What went well?

What would you do differently next time?

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4. Sketch 5 Ideas (**Ideate**) 5 x 2mins

*If you are not sure what to add or change go back and look for more empathy/input

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5. Gain feedback from a partner (**Ideate**) 2 x 5 mins

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6. Redesign (sketch) your idea based on feedback 5 mins

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7. **Prototype** and next steps, putting plan into **action(test)**

Prototype method: 3-D Software, 3-D Drawings, Model, Stage/Demo

Action/Next Steps: who needs to approve this project? How is this

Project funded? Task checklist and roles.

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