# Your mission: Redesign the school lunch experience ... for your partner. Start by gaining empathy.

### **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 2.

# **Reframe** the problem.

## **3** Capture findings 3 min **4 Define problem statement** 3min **needs**: things they are trying to do\* \*use verbs partner name/description needs a way to user's need insights: new learnings about your partner's feelings/worldview to leverage in your design Surprisingly // because // but... [circle one] insight

# **Ideate:** generate alternatives to test.

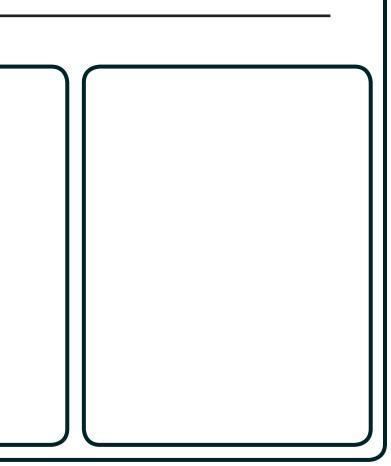
### **5** Sketch at least 5 *r*αdicαl ways to meet your user's needs.

8		
write your problem statement above		

#### 6 Share your solutions & capture feedback. 6min (2 sessions x 3 minutes each)

Notes



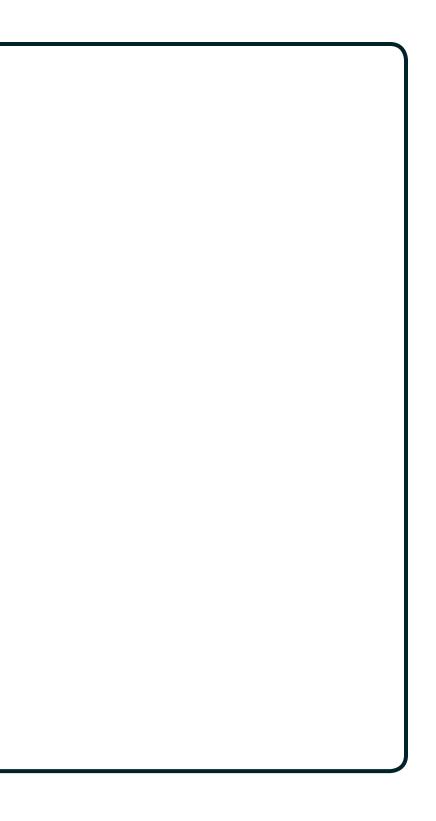


Switch roles & repeat sharing.

## Iterate based on feedback.

### 7 Reflect & generate a new solution. 3min

Sketch your big idea, note details if necessary!



# Build and test.

## **8** Build your solution.

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



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

Vhat could be improved...

leas...