

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

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

Reframe the problem.

3 Capture findings 3min

needs: things they are trying to do*
*use verbs

insights: new learnings about your partner's feelings/worldview to leverage in your design

4 Define problem statement 3min



partner name/description

needs a way to

user's need


Surprisingly // because // but...

[circle one]

insight

Ideate: generate alternatives to test.

5 Sketch at least 5 *radical* ways to meet your user’s needs. 4min



write your problem statement above

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

Notes

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!

[not here]

8min

9 Share your solution and get feedback.

+ What worked...

- What could be improved...

? Questions...

! Ideas...

4min (2 sessions x 2 minutes each)