An Introduction to Design Thinking

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Before we start this design challenge, take a minute to reflect about your own experiences. Chart your lunch experience below.

“I feel terrific!”

“I feel terrible!”
Your Mission: Redesign your partner’s school lunch experience. Start by gaining empathy for your partner.

1 Interview
8min (2 sessions x 4 minutes each)

Notes from your first interview

Switch roles & repeat 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 does your partner need to accomplish during lunch?
*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-view 3min

<table>
<thead>
<tr>
<th>partner’s name/description</th>
</tr>
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<tbody>
<tr>
<td>needs a way to</td>
</tr>
<tr>
<td>user’s need</td>
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</tbody>
</table>

because (or “but . . .” or “Surprisingly . . .”)
[circle one]

insight
Ideate: generate alternatives to test.

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

5min

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 test.

8 Build your solution.

Make something your partner can interact with!

9 Share your solution and get feedback.

+ What worked...
- What could be improved...

? Questions...

! Ideas...

7min

8min (2 sessions x 4 minutes each)
Reflect on your work.

10 Headline TWO next steps 2min

From Step 9 feedback, what are TWO aspects you would prototype next?
1) 

2) 

11 Redefine your point-of-view 3min

How does your interaction alter your P.O.V. from Step 4? Craft a new P.O.V. informed by testing.