THE DESIGN THINKING PROCESS
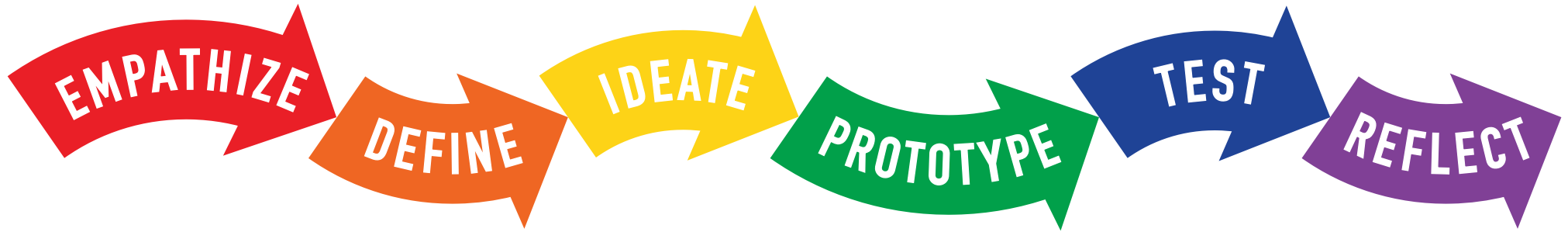
EMPATHIZE → **DEFINE** → **IDEATE** → **PROTOTYPE** → **TEST** → **REFLECT**

EMPATHIZE

To design something, first learn about the design topic. Beware that you can study a design topic almost endlessly. Who are you designing for? Those are your users. Learn what they need. Get inside their minds and empathize with them. You'll go a long way with empathy and an enquiring mind.

DEFINE

What have you learnt about the design topic?
What is essential, that your design solution must definitely do or have?
What is optional, that would be beneficial to do or have?
What is undesirable, that your design solution should not do or have?

IDEATE

Generate ideas, 'ideate' as much as you can. Everyone is creative and can solve problems. You get more ivdeas when you ideate in groups.
Continue until you have ideas that excite you. Ideas are as limitless as your imagination.
Work on your ideas, improve them. Combine them into a powerful concept.

PROTOTYPE

Make prototypes of your ideas as soon as possible. Build them as physical or working things to show others what you're making. Follow the advice of designers: 'fail faster to succeed sooner.' Get the feedback and opinions of your users. Prototyping stimulates the imagination, giving you more ideas. And it's fun!

TEST

Test your design solution to see whether it works or not, and what must be fixed or improved. Get users to try out the prototypes in a realistic environment. Conduct tests carefully. Monitor and record your users' reactions. What do they say? What do they think? Improve your design solution by testing, it's key to becoming a better designer.

REFLECT

Reflect on your design project.
How did it go? Are you satisfied with the result? Are you happy with your effort? Did your team collaborate well?
What were your greatest challenges? Benefit from your experience by reflecting upon it.

Design Thinking for Schools