

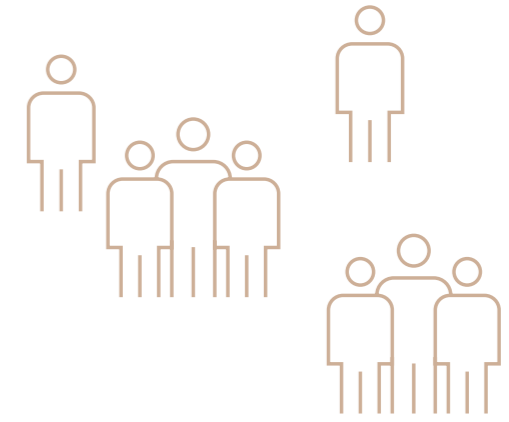


DESIGN DASH: A FAST INTRODUCTION TO DESIGN THINKING

MINDSH/FT.ONE

_TEAM MEMBERS

Draw a sketch of the person on your right and write his/her name.



Name and sketch

Name and sketch

Name and sketch

Name and sketch

Name and sketch

A number between
1 and 10

Stop: do not turn the page

_YOU ARE GOING TO REDESIGN ...

Circle the topic that matches the number you picked.



1. Connect with colleagues
2. Lunch experience
3. Stay connected to old friends
4. Planning a corporate christmas event
5. Planning workation
6. Office of the future
7. Learn a new language
8. Onboarding of new colleagues
9. Hybrid working experience
10. Preserving sucessful project memories

_GET TO KNOW YOUR TEAM

Each team member writes down 3 thoughts they associate with this topic.



Empty dotted rectangular box for writing.

Empty dotted rectangular box for writing.

Empty dotted rectangular box for writing.

Empty dotted rectangular box for writing.

Empty dotted rectangular box for writing.

_OBSERVE SOMEONE ELSE



Invite someone from another team. Run an interview and discover the topic from another perspective.

Tips for the interview:

- Listen 80% of the time; talk 20% of the time.
- Look for pain points and challenges.
- If you hear something interesting, ask „why?“.
- Try to identify his/her needs.



_SPECIFY YOUR TOPIC

Use the interview insights in order to identify the most important need or problem.



We talked to

Draw a picture

His/her nickname is

e.g. Mr Clean,
The DIY-Queen, ...

The most important need

What does this person
need?

The most important problem

Which problem does this
person have regarding
the topic/challenge?



_COLLECT IDEAS



Gather ideas and sketch solutions for the most important need or problem of the person you talked with.

Your focus:

Your solution:

What does this person need?

Which problem does this person have regarding the topic/challenge?

_BUILD A PROTOTYPE

Build your idea! Make it tangible using prototyping materials.



Prototyping tips:

- Do not over-discuss! Just start building and see what happens.
- Build something people can interact with.
- You can also be part of the prototype – as an actor or as a smart object.



_TEST YOUR PROTOTYPE

Present your prototype to your interview partner. What does he/she think about it?



	+	-	
What works			What doesn't
	Questions	New ideas	
	?	!	



_IMPROVE YOUR PROTOTYPE

Now you have time to improve your prototype based on the feedback you received.



_PRESENT YOUR PROTOTYPE

Showtime!



MINDSH/FT.ONE

Based on an idea by Molly Wilson, Program Lead at HPI School of Design Thinking