
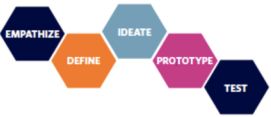


HUMAN-CENTRED DESIGN THINKING ACTIVITY

<div>1. Interview Notes (Empathy)</div> <div>(2 x 4 mins.)</div>	<div>2. Detailed Interviews (Empathy)</div> <div>(2 x 3 mins.)</div>
<div>3. Defining the Issue (Define)</div> <div>(3 mins.)</div> <div>Goals and Wishes <i>What does this person, or group of people need?</i></div> <div>Insights <i>New learnings about this situation. What's something you see about this experience that maybe the person, or group, does not see? (make inferences from what you heard)</i></div>	<div>4. Take a stand with a point-of-view</div> <div>(3 mins.)</div> <div><div>NAME AND DESCRIPTION</div></div> <div>Needs a way to <div>USER'S NEED</div></div> <div>CIRCLE ONE: because so that surprisingly</div> <div>INSIGHT</div>



HUMAN-CENTRED DESIGN THINKING ACTIVITY

5 . Sketch 5 Ideas					(10 mins.)	
6 . Gain Feedback From Your Partner						(2 x 5 mins.)
7 . Redesign Your Idea Based on Feedback			(5 mins.)	8 . Sketch Your Group's Idea		