



THE UNIVERSITY
OF QUEENSLAND
AUSTRALIA

CREATE CHANGE

DESIGN THINKING

Design Thinking Process

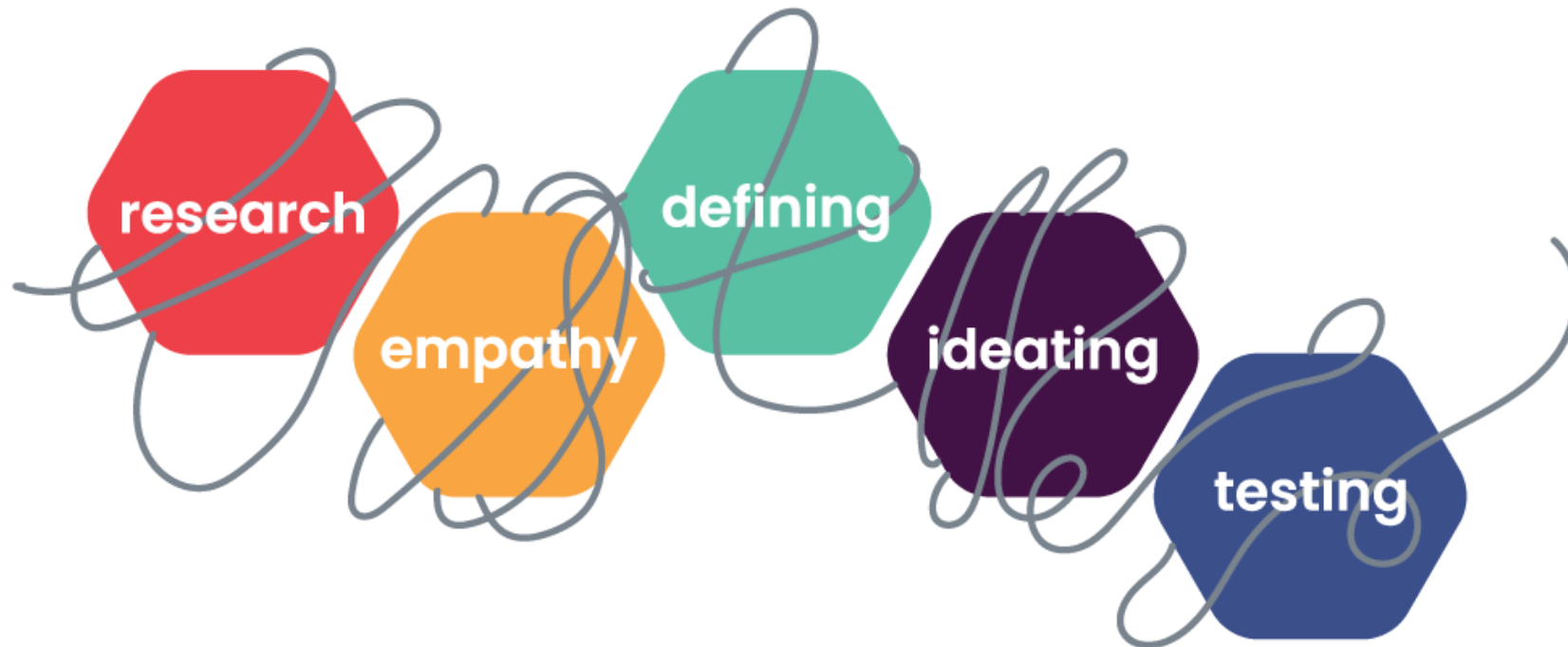
We need good design!



“Imagination is more important than knowledge. For knowledge is limited, whereas imagination embraces the entire world, stimulating progress, giving birth to evolution”

-- Einstein

Design Thinking Process



Using Design Thinking...

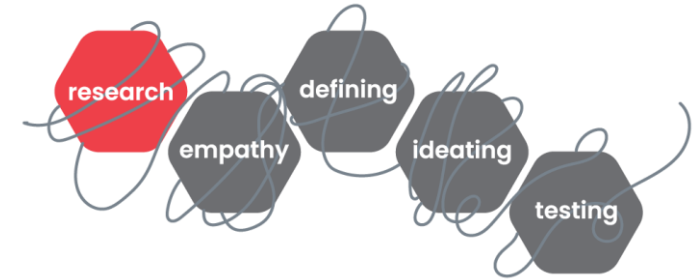
Problem: Garbage Mountain



Your task: Design a garbage and recycling system.

Step 1: Research

5 minutes



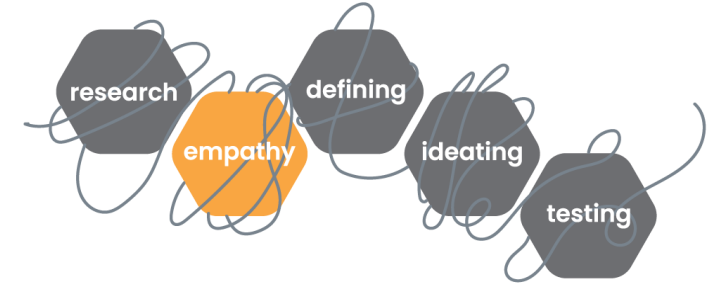
What stories can you share about garbage?

Go around the team and let each group member talk about an experience of throwing away garbage or recycling.

Write down what **problems** there are with garbage and recycling.
Also take notes on what people seem to **like**.

Step 2: Empathise

5 minutes + 5 minutes



Context

Choose the context you want to design for: Home or School.

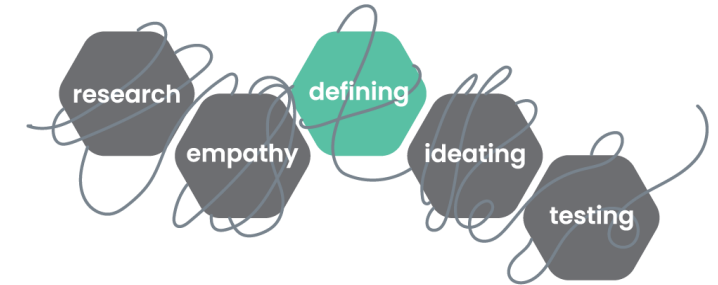
Users

Think about who uses garbage and recycling systems?
Where and when do they need access to these systems?

Keep taking notes of what you come with, and make sure everyone gets a turn to speak!

Step 3: Define

5 minutes



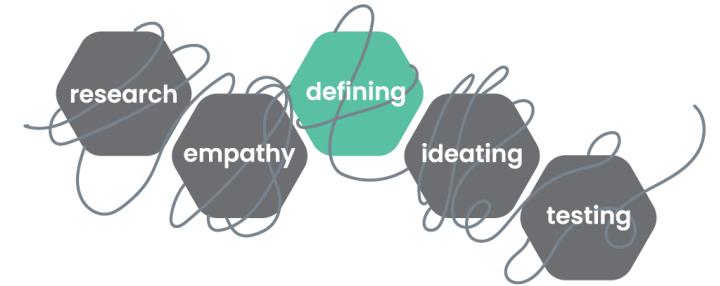
Make a decision...

Now that you have done some research, think about what area you would like to pursue...

“Our garbage and recycling system will be located in _____, and we will focus on _____.”

Step 3: Define

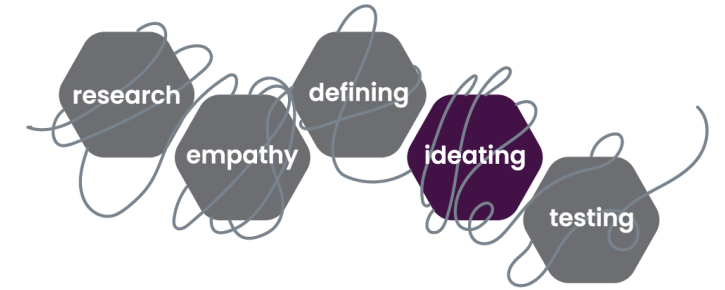
10 minutes



Define to the class!

Each group present their context and focus to the rest of the class.

Step 4: Ideate



Rules:

Quantity over Quality

No Judgement

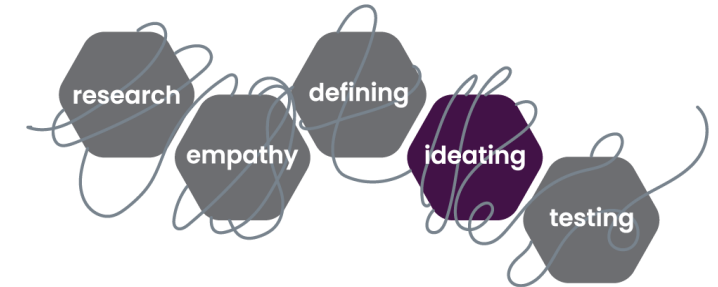
Build on Other Ideas

Go for the weird ideas!

Everyone Participates

Step 4: Ideate

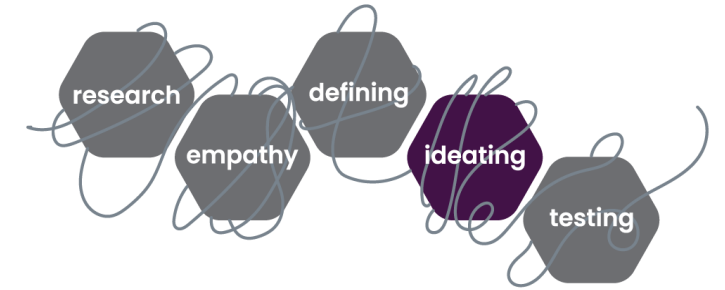
10 minutes



Think of as many ideas as you can for garbage and recycling handling. **Minimum of 50 ideas per team!**

All ideas are welcome! Crazy, quirky, boring, logical – everything goes on the list.

Step 4: Ideate



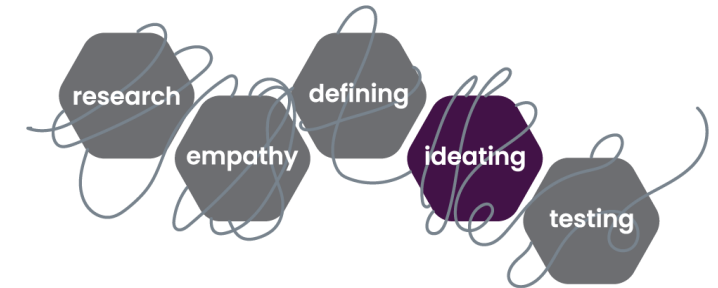
Present your ideas!

How many did you come up with?



Step 4: Prototype

10 minutes + 10 minutes



Choose your **Top 3 Ideas** (choose 2 good ideas and 1 crazy idea)

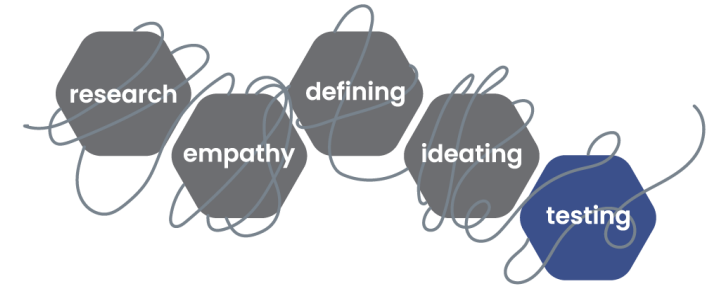
Use your **top 3 ideas** and turn them into a design.

Make a sketch or build a paper prototype of how the system will work



Step 5: Feedback

15 minutes



Presentation time! 😊

All groups will present their designs.

Everyone can ask questions and give feedback!

Bottle Bank Arcade





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Thank you!