Speedy Design Thinking

Rapid Prototyping

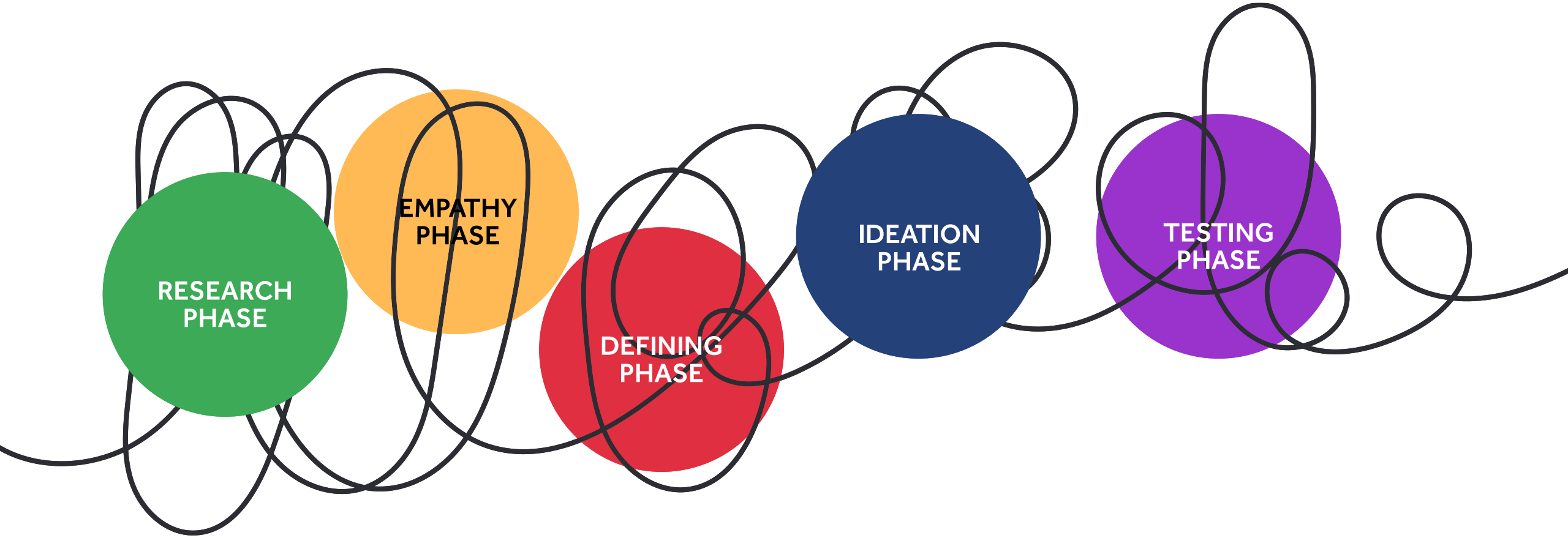
Photo by JOSHUA COLEMAN on Unsplash

Prototyping: Bodystorming, Paper Prototyping

Prototyping: Roleplaying, Wizard of Oz

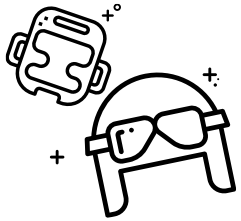
Prototyping: Why do it?

- Empathy gaining
- Exploration
- Testing
- Inspiration

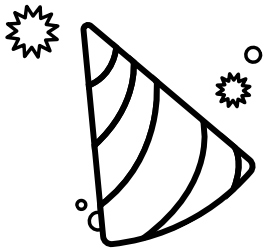


THE UNIVERSITY OF QUEENSLAND
AUSTRALIA

Your Task

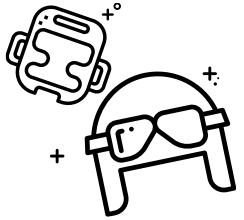


Design (or redesign) a hat or headgear to suit Santa Claus (*designing for crazy characters*)



THE UNIVERSITY OF QUEENSLAND
AUSTRALIA

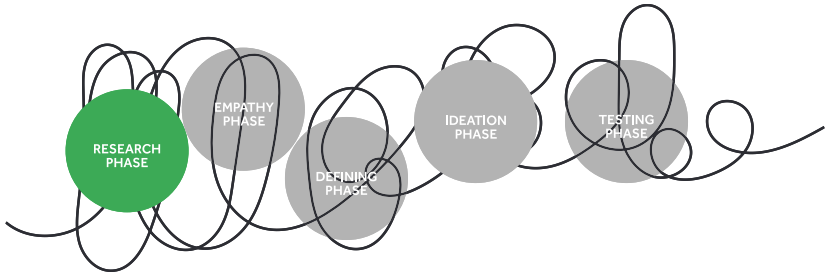
Research



Do some research!

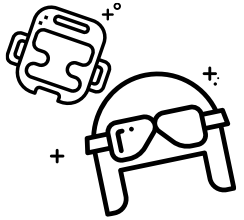
- Find out as much as you can about this character.
- What do you know about them?
- What jobs do they do?
- What are their likes and dislikes?

Write down a list or create a visual that illustrates who the person is.



THE UNIVERSITY OF QUEENSLAND
AUSTRALIA

Define

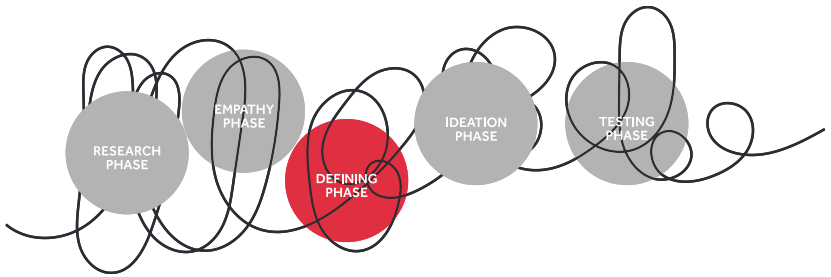


With the research you have collected, **fill out the statement**:

"Our hat/headgear will be designed for (the user)*, and we will focus on* (the context)*."*

Present your findings!

Briefly introduce the character,
Where are you most likely to find them,
Something surprising about them.



THE UNIVERSITY OF QUEENSLAND
AUSTRALIA

Ideate

Brainstorming Rules

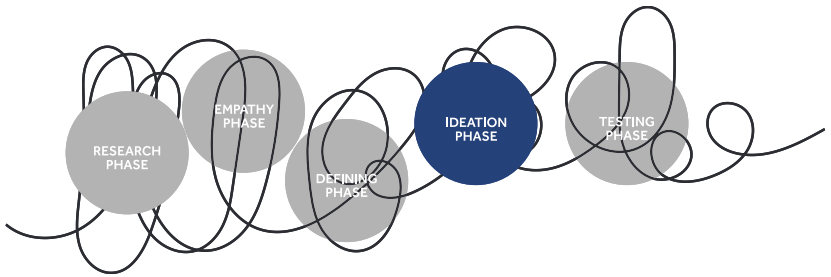
Quantity over Quality

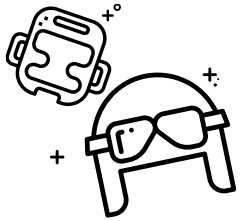
Suspend Judgement

Build on other ideas

Wild ideas welcome

Everyone participates



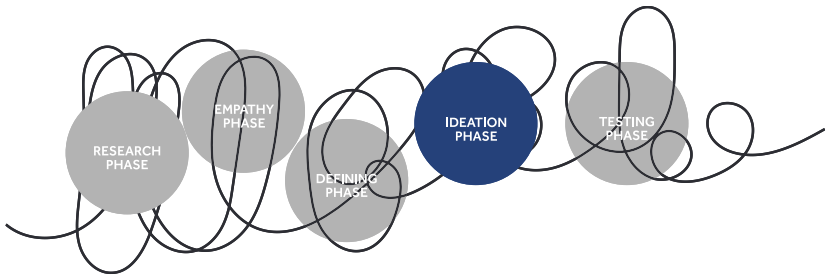


THE UNIVERSITY OF QUEENSLAND
AUSTRALIA

Ideate

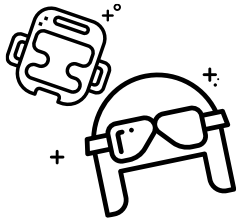
Sketch and **prototype** ideas as you can for what you would want in your hat/headgear.

Make as many as you can!



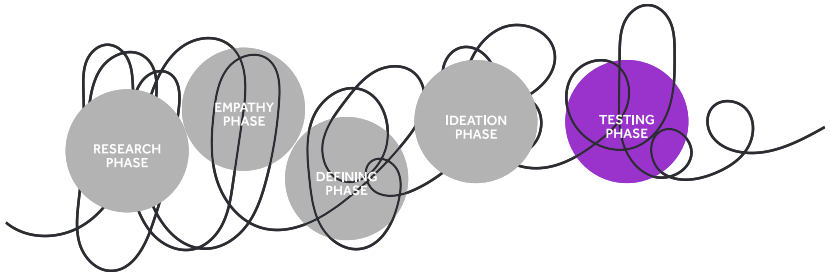
THE UNIVERSITY OF QUEENSLAND
AUSTRALIA

Feedback



Share your ideas with another table

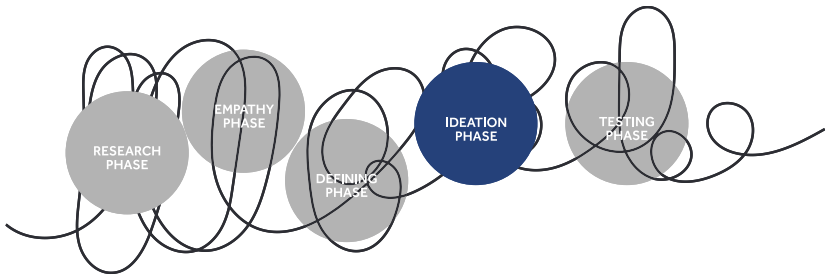
Get feedback! What changes can you make to your prototype?



THE UNIVERSITY OF QUEENSLAND
AUSTRALIA

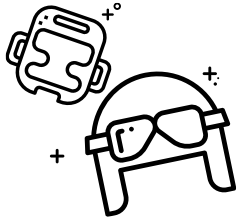
Iterate!

Make changes to your prototype based on the feedback you received from your classmates.



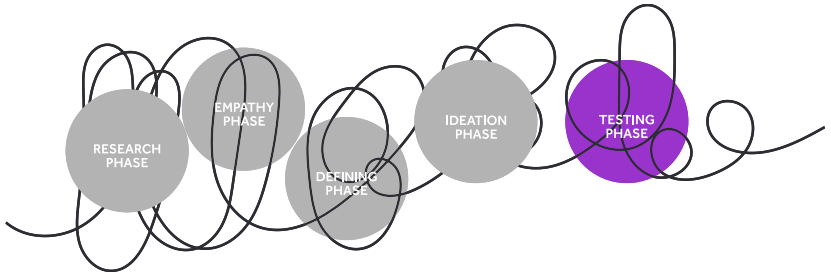
THE UNIVERSITY OF QUEENSLAND
AUSTRALIA

Feedback



Present your ideas to the class

Don’t forget to give each other more feedback!



THE UNIVERSITY OF QUEENSLAND
AUSTRALIA