An Introduction to Design Thinking
In One Hour

Hasso Plattner Institute of Design at Stanford
Design the IDEAL wallet.

**Draw** 3min

Sketch your idea here!
Design something useful and meaningful for your partner. Start by gaining empathy.

1 Interview
8min (2 sessions x 4 minutes each)

Notes from your first interview

Switch roles & repeat Interview

2 Dig Deeper
6min (2 sessions x 3 minutes each)

Notes from your second interview

Switch roles & repeat Interview
Reframe the problem.

3 Capture findings  3min

Goals and Wishes:
What is your partner trying to achieve?
*use verbs

Insights: New learnings about your partner’s feelings and motivations. What’s something you see about your partner’s experience that maybe s/he doesn’t see?*
*make inferences from what you heard

4 Take a stand with a point-of-view  3min

needs a way to __________________________ user’s need

because (or “but . . .” or “Surprisingly . . .”)
[circle one]

______________________________

insight
<table>
<thead>
<tr>
<th>5 Sketch at least 5 <strong>radical</strong> ways to meet your user’s needs.</th>
<th>5min</th>
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<tbody>
<tr>
<td>write your problem statement above</td>
<td></td>
</tr>
<tr>
<td>6 Share your solutions &amp; capture feedback.</td>
<td>10min (2 sessions x 5 minutes each)</td>
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**Notes**
Iterate based on feedback.

7 Reflect & generate a new solution. 3min

Sketch your big idea, note details if necessary!
Build and test.

8 Build your solution.

Make something your partner can interact with!

9 Share your solution and get feedback.

+ What worked...
- What could be improved...

? Questions...
! Ideas...

7min

8min (2 sessions x 4 minutes each)