



0-1 Define a Challenge

Dreams and Gripe Session

Finding opportunities for design often begins by noticing problems. Sometimes it comes out as wishes ("I really wish our school had ____.") Sometimes it comes out as complaints ("It annoys me that we're not ____.") Either starting point is fine. You might want to try this with a friend... share your dreams and gripes and ask them to reflect back design opportunities.

Next, flip these statements into possible design challenges. Begin your question with "How might we..." or HMW for short. This turns the problems you see into opportunities for design!

DREAMS/THINGS I WISH WOULD EXIST →

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→ HOWMIGHTWE...

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GRIPES/THINGS THAT COULD BE BETTER →

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→ HOWMIGHTWE...

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0-2 Create a Project Plan

Sketch out the End Goal(s)

What will I work to produce?

END GOAL(S)

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Define Indicators of Success

What measures and indicators will help me know my ideas are successful?

MEASURES

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Establish Constraints

What constraints will I need to manage?

CONSTRAINTS

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CHALLENGE QUESTION

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