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 world 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 your project group... 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

→

→ **HOW MIGHT WE...**

GRIPES/THINGS THAT COULD BE BETTER

→

→ **HOW MIGHT WE...**

0-2 *Create a Project Plan*

Sketch out the End Goal(s)
What will I work to produce?

END GOAL(S)

- ☐ ....
- ☐ ....
- ☐ ....
- ☐ ....
- ☐ ....
- ☐ ....
- ☐ ....
- ☐ ....

Establish Constraints
What constraints will I need to manage?

CONSTRAINTS

- ☐ ....
- ☐ ....
- ☐ ....
- ☐ ....
- ☐ ....
- ☐ ....
- ☐ ....
- ☐ ....
- ☐ ....
- ☐ ....
- ☐ ....

Define Indicators of Success
What measures and indicators will help me know my ideas are successful?

MEASURES

- ☐ ....
- ☐ ....
- ☐ ....
- ☐ ....
- ☐ ....
- ☐ ....
- ☐ ....
- ☐ ....

CHALLENGE QUESTION

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