What do you know about the past?
Below are several technical innovations from the past 60 years. Do you know the year they were introduced? Draw a line to the correct spot on the time-line below.

What can you predict about the future?
The future is hard to predict.
What is Possible (they might happen), Plausible (they could happen), Probable (likely to happen) and Preferable (what I want to happen).
In the space below, write (or draw) as many things as you can think will be part of your future.

How can you achieve the future you want?
What can you do today? What will you need to do tomorrow?
What do you know about the past?

Below are several technical innovations from the past 60 years. Do you know the year they were introduced? Draw a line to the correct spot on the time-line below.

- Microwave oven: 1955
- Cordless tools: 1961
- Video games: 1962
- Cellphone: 1973
- Personal computer: 1977
- GPS: 1978
- Portable music (walkman): 1979
- Reusable spacecraft: 1981
- Internet: 1989
- Wi-fi (standard): 1997
- Iphone: 2007


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Introduction to Programming
What is the Design Thinking Process?
our individual values:

our group values:

1.
2.
3.
4.
5.

dep. xyz

our team name
Project Briefs
Let’s talk about briefs (no, not those ones)
What do you know about your user or problem?

Use the best research tool you have available to you. In most cases this will be the Internet, though you may be able to talk directly with your user. The more you know about your user, the better you can empathise with them, and in turn, develop a solution to best suit.

We have given you some suggested avenues to follow for your research below but feel free to go down your own paths. Look for images, articles, headlines, etc.

- **Personal**
  - What do you already know about your user or issue?

- **Historical**
  - What has happened in the past? How have things changed? What were some significant issues or breakthroughs?

- **Survey**
  - What do others know about your user or issue?

- **Social Media**
  - How does this user or issue represent themselves on Social Media? How do others see them?

- **Other Research**
  - How does this user or issue represent themselves on Social Media? How do others see them?
Start by gaining empathy for your user. To empathise, you:

**Observe** - View users and their behavior in the context of their lives.

**Engage** - interact with and interview users through both scheduled and short ‘intercept’ encounters.

**Immerse** - Experience what your user experiences.

An easy way to gain empathy is to have a conversation and ask open ended questions. First get to know your user (hobbies, movies, music?). Then start to try and gain more info relevant to the challenge, ask ‘Why?’ often.

As we don’t have a user for you to interview today, we have some user briefs for you to read through. Make some notes about it as you go. Remember, a user can be a person or an organisation.

User Brief Notes:
Mind Map

Map it out.

A mind map is a diagram that you create as a way to visually represent your thinking and organise information. Now you have defined your user’s problem, think about all the major ideas, people, industries, elements, etc that may be connected directly to this central problem. Then, branch out further, what is connected to those major ideas?

Your Defined Problem
Ideate is the mode of your design process in which you aim to generate radical design alternatives. The goal of ideation is to explore a wide solution space – both a large quantity of ideas and a diversity among those ideas. From this vast depository of ideas you can build prototypes to test with users.

4. Sketch at least 5 **radical** ways to meet your user’s needs.

Create solutions to the new challenge you have identified.

**GO FOR VOLUME** - This stage is quantity not quality.

**DON’T BE RESTRAINED BY REASON OR LOGIC!** - Maybe for one of your solutions you need to come up with a time-machine or magic. Come up with as many ideas as possible!
Iterate based on feedback.

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Reflect & generate a new solution.

Take a moment to consider what you have learned about your user, and about the solutions you generated, hopefully you have a deeper understanding of your user. From this new understanding of your user and his or her needs, sketch a new idea (or iterate on a previous one).
Everybody in almost every job needs to be able to communicate effectively, but it also helps greatly to be able to tailor your communication to elicit specific responses or actions (a.k.a. get what you want!)

1. Who is your audience?

2. What do they want?

3. What do you want from your audience?

4. How will you get it?

How will you appeal to your audience - what is your hook?

- Head
- Heart
- Stomach
- Other?
Add extra detail each panel, e.g.:
- Who? (group members)
- What? (focus / info)
- Tech / Props (sign, prototype in scene)
- Outcome (thoughts, emotion, action)
- Time (90 secs?)
- Other details?

Remember your Design Thinking stages and include these in your pitch:

- Empathise
- Define
- Ideate
- Prototype
- Test

Time-line (of pitch):

0 min.

5 min.
Reflective Practice

Reflective writing. 

Gibbs’ Reflective Cycle encourages you to think step by step (each step informs the next) about the phases of an experience or activity you have completed.

- **Description**
  - What happened?

- **Feelings**
  - What were you thinking and feeling?

- **Final evaluation & Action Plan**
  - What would you do differently next time?

- **Analysis**
  - Can you explain why things happened like they did? (why did something go wrong or right?)

- **Conclusion**
  - What have you learnt
  - What else could you have done?

- **Evaluation**
  - What was good & bad about the experience
Hi, I’m a cute, anthropomorphic pencil which means I want you to do stuff! That stuff being a survey on how your day went so we can make it better...for future students, oh, and you too!

Please!

students

teachers

Please help!

www.rebrand.ly/