

Chair Challenge

DEFINING THE DESIGN CHALLENGE

What is the chair for?

What types of chairs are there, various specific functions and uses?

Taking a specific type of chair, what does it do well?

What are your gripes with it?

How do you imagine it to be better?

What are your goals?

What would indicate success?

What are your constraints?

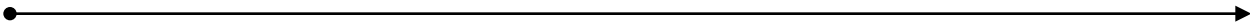
Design Brief
In summary, what will you be doing?

Project plan
How will you be doing it?






Checklist

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Time line



Then we begin....

1 DISCOVERY	2 INTERPRETATION	3 IDEATION	4 EXPERIMENTATION	5 EVOLUTION
				
<i>I have a challenge. How do I approach it?</i>	<i>I learned something. How do I interpret it?</i>	<i>I see an opportunity. What do I create?</i>	<i>I have an idea. How do I build it?</i>	<i>I tried something new. How do I evolve it?</i>
STEPS				
1-1 Understand the Challenge	2-1 Tell Stories	3-1 Generate Ideas	4-1 Make Prototypes	5-1 Track Learnings
1-2 Prepare Research	2-2 Search for Meaning	3-2 Refine Ideas	4-1 Get Feedback	5-2 Move Forward
1-3 Gather Inspiration	2-3 Frame Opportunities			