Everyday Object Design

Pick an object in your environment and take a close look at it. Answer the following questions:

1. **What features does your object have?**

_____

_____

_____

_____

_____

2. **What purposes do these features serve?**

_____

_____

_____

_____

_____

3. **What problem does this object solve? Why would you (or your family) buy this object?**

_____

_____

_____

_____

_____

_____

4. **Is your object a general-purpose or a specialized object?**

_____

5. **What situation would you use the object in?**

_____

_____

_____

_____

_____

_____

App Design

Think about the last time you used software or an app on your phone or computer. Ask yourself the same questions you did for your household object:

1. **What features does the app have?**

_____

_____

_____

_____

_____

_____

2. **What purposes do these features serve?**

_____

_____

_____

_____

_____

_____

3. **What problem does this app solve? Why would you (or your family) download/buy this app?**

_____

_____

_____

_____

_____

_____

_____

Design Thinking Process

Answer the following questions to help you think through your problem. Notice that they are aligned with the Design Thinking Process from Stanford.

1. Empathize

Who is involved in this problem? What are these people trying to accomplish?

_____

_____

_____

_____

_____

_____

2. Define

What challenge are you trying to address? Describe it in detail.
What information would you need to solve the problem?

_____

_____

_____

_____

_____

_____

3. Ideate

What are some possible ideas for fixing the problems? Are there any **constraints**, like cost, accessibility, or size?

_____

_____

_____

_____

_____

_____

4. Prototype

How would you prototype your design? Would you test your design, and if so, how?

_____

_____

_____

_____

_____

_____

5. Test

How would you get feedback from your users when testing your design?

_____

_____

_____

_____

_____

_____