Design Thinking Adventure

The adventure starts here
Sail ahoy!

Who has a problem? Why?
Ask questions
Watch & observe

Explore and collect tons of information to get to the bottom of the problem
Research

Which problem are we working on? For whom?
Synthesis
Summarize and arrange your findings

Be creative! Anything goes!
“Fish” for terrific ideas together!

Idea generation

Select ideas / build a tangible object to explain them
Prototype

Test
Try out your solution...

... and listen to what others say!

Solution
We made it!

I want it!

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