Intro Into Design Thinking

Empathize

Construct a point of view that is based on users needs and insights

Learn about the audience from who you are designing

Define

Ideate

Brainstorm and come up with creative solutions

Build a representation of one or more of your ideas to show others

Test

Prototype

Return to your original user group and testing your ideas for feedback
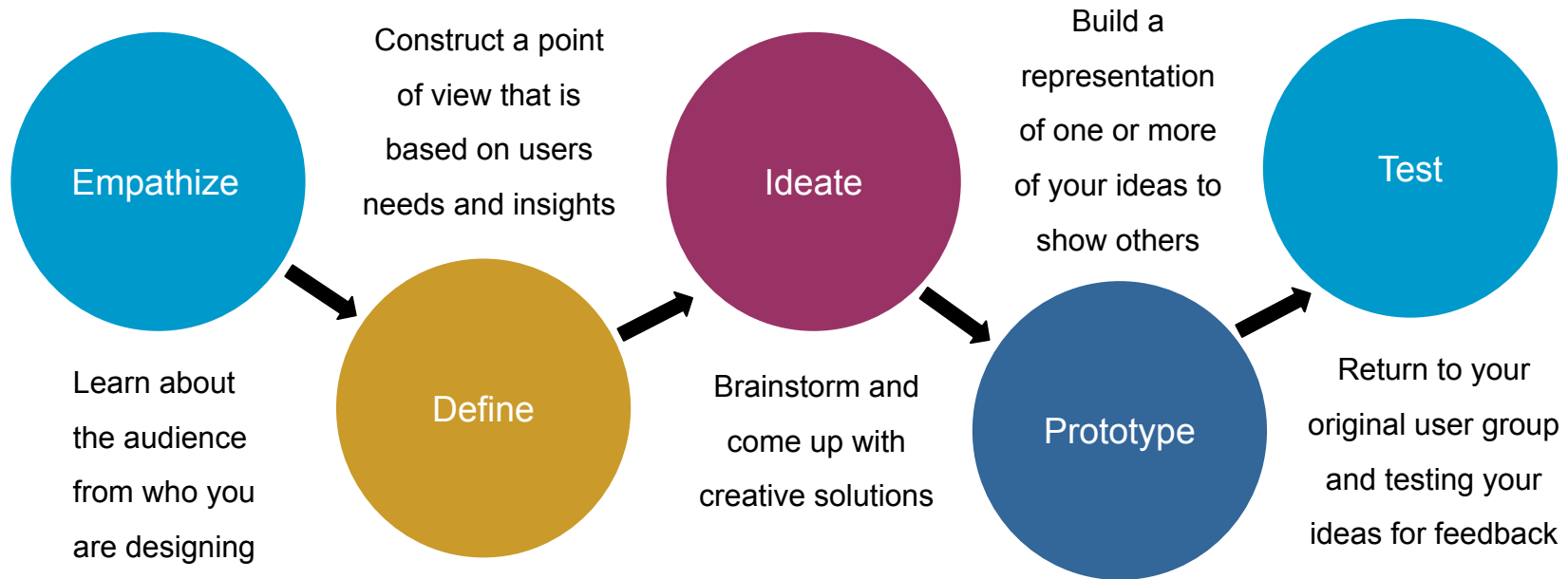
A human centered, non-linear and iterative process for creative problem solving

- Created at the d. school, Stanford University