

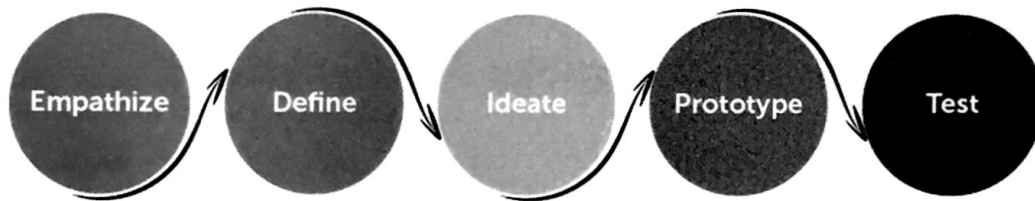
Design Thinking for Innovation

1. Review the handout on Design Thinking. [For this activity, we have already done the Empathy portion.]
2. Together, list a few possible "things" that could be improved (i.e. things that are used every day, items that have design flaws, etc.).
3. As a group, select one of these things to focus on for the activity.
4. Complete these creative thinking exercises for your topic, focusing on the human factor of the thing (how people interact with the thing):
 - ◊ Complete the SCAMPER activity for your thing (separate sheet).
 - ◊ On the plain paper, brainstorm about all these aspects of the thing
 - Size
 - Characteristics
 - How people work with the thing
 - Primary uses
 - Unexpected uses
 - Other/related uses
 - Possible improvements
 - Anything else related to the thing?



Design Thinking

Design Thinking Approach



Empathize

Think about how the person who uses the thing feels about it. What are the person's thoughts, needs, limits with the thing? What makes the person want to use the thing? What impacts how he or she uses the thing? Get into the person's perspective, and try to see the thing through his or her eyes.

Define

Based on how the user thinks and feels, the problem with the thing has to be defined by his or her perspectives.

Ideate

Brainstorm to come up with creative solutions with the thing's problem(s). Don't edit ideas yet. Come up with wild, out of the box ideas. Build on the ideas of others.

Prototype

Build a sample of one or more of the ideas for the thing in order to share them with others.

Test

Have users test your prototype and give you feedback that can lead to additional improvements and refinements.



SCAMPER

Your group's thing to improve _____

Follow the directions for each of the following sections.

SUBSTITUTE List ways to substitute materials, uses, applications, etc. for this thing.

COMBINE Brainstorm ways to combine elements, parts, uses of this thing.

ADAPT List ways to adapt this thing to other uses, situations, people, etc.

MODIFY List ways to make the thing bigger, stronger, larger, smaller, etc.

PUT TO OTHER USE List ways you could use this item in another way.

ELIMINATE List the parts of the thing that can be eliminated.

REARRANGE List ways to rearrange the parts of the thing.





ABCs of Leadership

A		N	
B		O	
C		P	
D		Q	
E		R	
F		S	
G		T	
H		U	
I		V	
J		W	
K		X	
L		Y	
M		Z	