



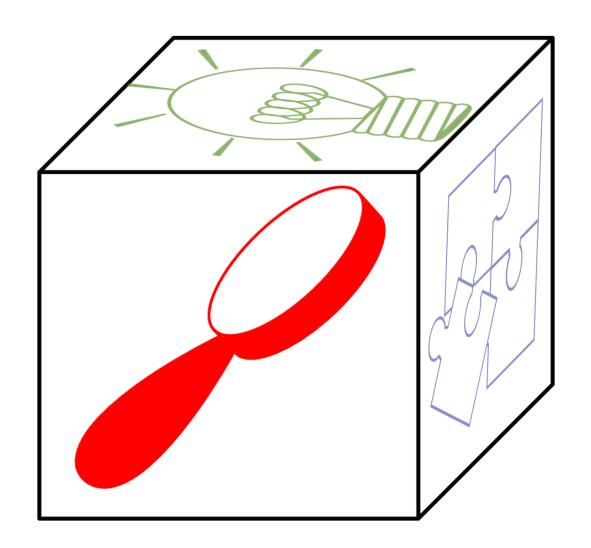


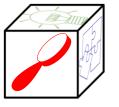


DESIGN THINKING DICE "TUL" KIT

« Roll the DICE and let your imagination and motivation do the rest »

DISCOVER STEP



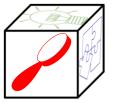


1. Understand the challenge

Brainstorm the challenge by going through different aspects of the discussion presented on the card.

Team activity / Practiced during DT course – repeated for team project (if possible with mentor)

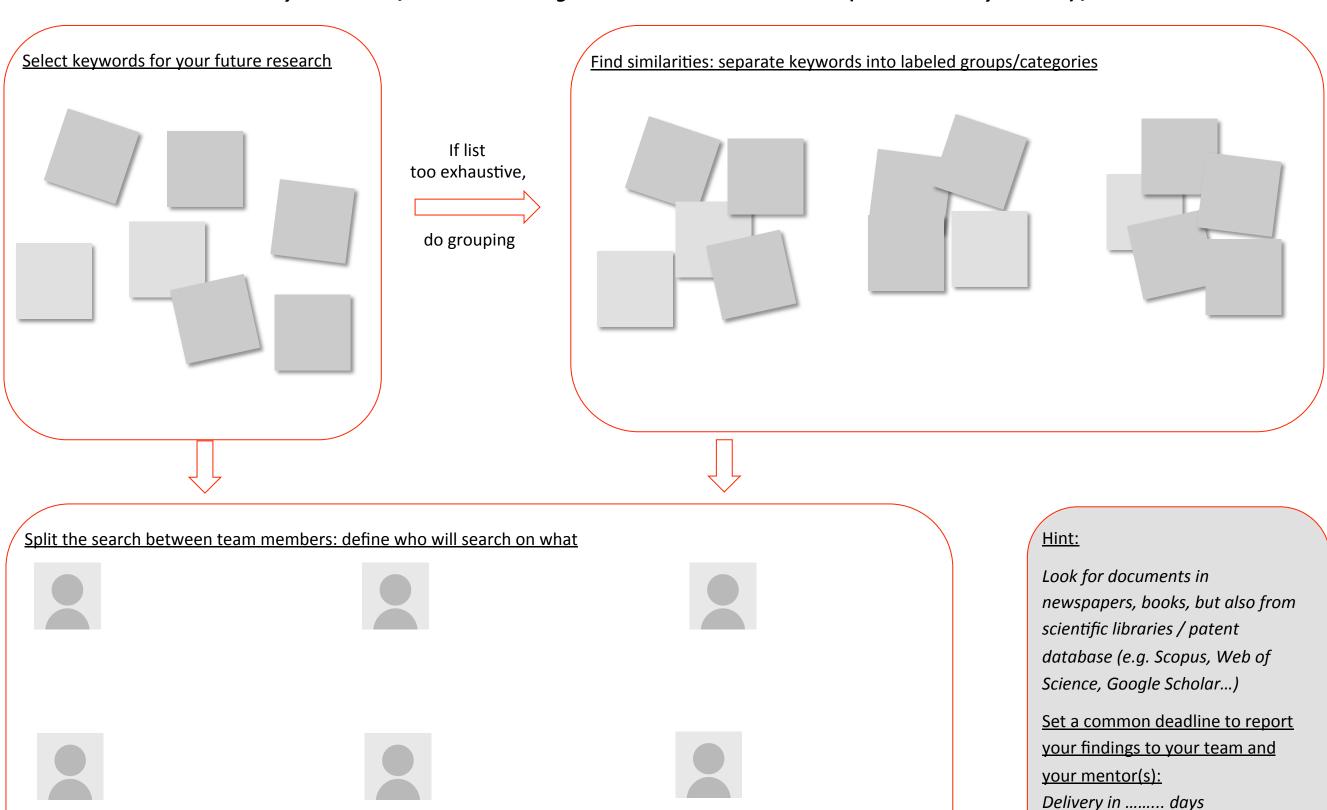
Write title of the project	Take 5 minutes to read carefully the	Key statements, constraints, barriers	
	description and extract key features from it		
Write your new title (if needed) How might we	Additionally the description the description what sise questioning to know about what a should raise questioning.		
The challenge review may have changed your view on the project. If you want to rewrite the challenge with HMW title, do it above	Additionally the descripting, what should raise questioning to know the should raise questioning. Additionally the descripting to know the should raise about	Share your knowledge on the go You may be familiar with the topic or similar one (e.g. reading,	personal experience, beliefs). Capture all your assumptions.
We want to know more about		Our personal experience/background tell	



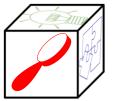
2. Restructure your thoughts and search for documents

One aspect of gathering information to the topic is to go through critical reading. This sheet helps structuring your thoughts.

Team activity-on its own/ Practiced during DT course — team on its own (but checked by mentor) / Use Post-its



30-45 min



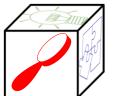
3. Prepare for empathy task – identify participants

Problems always involve people and take place in special scenes. You will need to look for obvious users and also less obvious ones from the first glance. Also identify places of inspiration. Think wide.

Team activity / Practiced during DT course - repeated during meeting with mentor / Can use post-its

Cross-mapping: rewrite list of keywords /topics Category names of End users (EU), Experts (EXP), Extreme users EXT), Inspiring locations (IL) / Analogous settings (AS) from previous step and associate them to people (stakeholders) and places Keywords

HINT: If you cannot get in touch with all participants or visit all places, prioritize the participants / places based on highest crossing ranking.



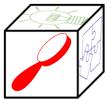
4. Stakeholder map

30-45 min

Problems always involve people and take place in special scenes. You will need to look for obvious users and also less obvious ones from the first glance. Also identify places of inspiration. Think wide.

Team activity / Practiced during DT course – repeated during meeting with mentor / Can use post-its

<i>POWER</i>	Keep	Manage
High	satisfied	closely
PON	Monitor	Keep
Low	(minimum effort)	informed



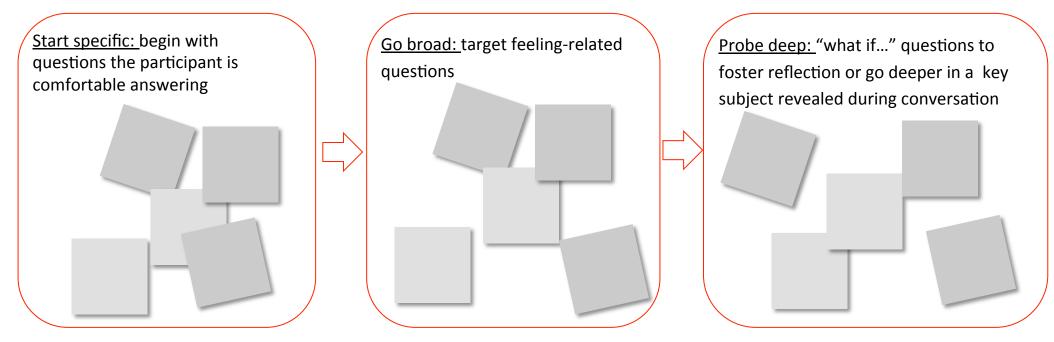
4. Prepare for empathy task – questioning scenario

Once users or inspiring places have been selected, thoroughly imagine the meeting by setting your question guide so as to grab information about people's activity, feelings, or the actions your will carry out to gain inspiration in this place.

Team activity / Practiced during DT course – team on its own / Photocopy card (if # interview >1)

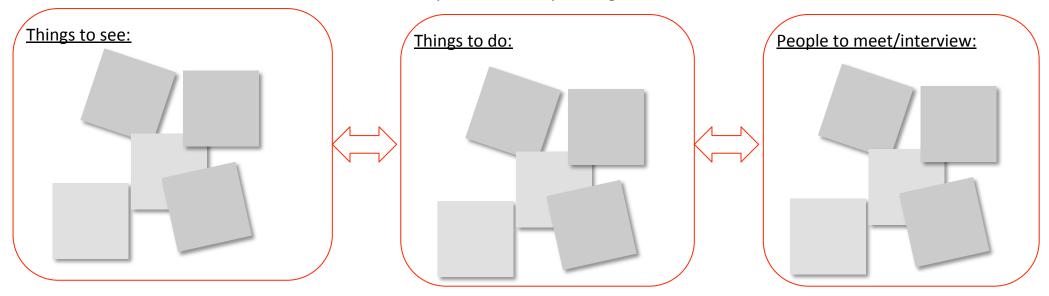
Questions: go from specific to broad. Look for open-ended questions, avoid yes/no questions

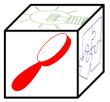




Attitude: during visit to inspiring location, try to plan the things to see and the things to do. Good knowledge of the scene is strongly recommended. Consider about a pre-visit to get familiar with the place before field-trip session. Also, do you plan to meet with users on site? If so, do they qualify to section above or do you consider a less formal/more intuitive meeting, questionnaire? Again questions need planning.

<u>Details about inspiring</u> <u>place</u>





5. Prepare for empathy task – pack your rucksack!

Continue to carefully plan your visits by setting roles/assign responsibilities and agree on things to bring to facilitate this research task.

Team activity / Team on its own / Photocopy card (if # interview >1)

				Rucksack content:
Interviewee/place name:	address, date and time:			question guide
				☐ project details
				notepad and pens
	☐ post-it notes			
Split roles between team members: define who will do what during interview/visit (normally, no more than 3 team member needed				thank-you gifts (if necessary/applicable)
				☐ Tools to take pics, shoot movies

IMPORTANT: after each interview, meet and do a transcript of the interview so as to make sure that your will have captured your learning. This is the starting point of the second *DICE* step: INTERPRET