



0-1 Define a Challenge

Dreams and Gripe Session

Finding opportunities for design often begins by noticing problems. Sometimes it comes out as wishes ("I really wish our school had ____.") Sometimes it comes out as complaints ("It annoys me that we're not ____.") Either starting point is fine. You might want to try this with a friend... share your dreams and gripes and ask them to reflect back design opportunities.

Next, flip these statements into possible design challenges. Begin your question with "How might we..." or HMW for short. This turns the problems you see into opportunities for design!

DREAMS/THINGS I WISH WOULD EXIST

We wish we could find events and deadlines for City Tech more easily



HOW MIGHT WE...

How might we create a database where we can add all the events in school

GRIPES/THINGS THAT COULD BE BETTER

The events and deadlines for the school are all in various places online and at the college. It would be better to have them all in one place.



HOW MIGHT WE...

How might we collect and display all the information for all to see?
OF MY STUDENTS?



0-2 Create a Project Plan

Sketch out the End Goal(s)

What will I work to produce?

END GOAL(S)

- Prototypes of the website AND BUILD
- Working website or app
- Marked by the school as an official City Tech app
- A "PITCH" PRESENTATION TO ENLIST OTHERS IN THE IDEAS
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Define Indicators of Success

What measures and indicators will help me know my ideas are successful?

MEASURES

- Getting it recognized as a tool for City Tech students
- Getting feedback from students and teachers
- OTHER TEACHERS WANT TO JOIN ME
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Establish Constraints

What constraints will I need to manage?

CONSTRAINTS

- Ready by the end of the semester NEEDS TO FIT WITHIN MY CURRENT SCHOOL BUILDING
- Able to fit all the information required on the website BUDGET OF \$50,000 FOR THE YEAR
- HAS TO BE READY TO TRY WHEN STUDENTS RETURN FROM BREAK
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OTHER THINGS TO KEEP IN MIND

Home page with multiple directories, boxes: ways to get to the calendar, map, directory, etc.; page with the directories, multiple tabs for each building, lists of offices and departments; calendar page for academic deadlines and events, as well as clubs and organizations.

For directory, either have a drop down menu (to select each building and get info for that building), have a list of the buildings (and you click on the on building and a list opens up),



Write a Brief

Write up a short "brief" that clarifies the challenge you'd like to address. Write it as if you were handing it to someone else to design with. Capture thoughts on why this is a problem, and what the opportunity for design will be.

BRIEF

With the advent of computers and online databases, things have slowly moved to
 online databases. Calendars, meetings, event scheduling, everything. Having an idea
 of the events happening around campus helps relieve stress from school by
 attending non-academic events, and deadlines keep students on their toes and
 remind them of important events. We would like to create an online app/website
 where you can find all of this information, and make it easier for students to
 organize themselves. There is an opportunity to create a system for all the events,
 deadlines and stuff going on around campus.

How Might We!

Capture the design challenge you've decided to work on...

CHALLENGE QUESTION

How might we compile events, deadlines and important information all in one place?

WHAT KIND OF CHALLENGE IS THIS? (CIRCLE ONE)



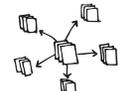
CURRICULUM



SPACES



PROCESSES
AND TOOLS



SYSTEMS



TIP

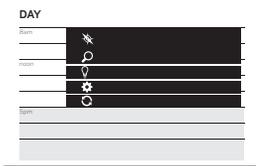
Keep the challenge simple and optimistic. Make it broad enough to allow you to discover areas of unexpected value, and narrow enough to make the topic manageable.



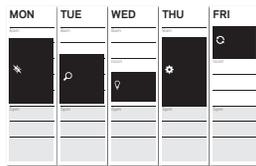
0-3 Create a Project Plan

The Design Thinking process is flexible and can integrate into your school structure and timing. The process can be run in a day, a week, a year, or more. What you put into the challenge determines what you get out of it. The depth of insight, opportunity areas, and level of concept refinement and impact will vary depending on the length of your project. For now, choose the timeline you'd like to begin working with. After getting started on the project, you may find that you'll want to evolve this plan to meet the needs of your design solutions.

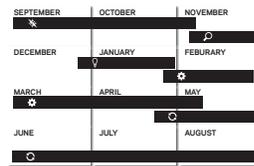
Circle your Design Plan



In a Day



In a Week or Two



Spread out over Months

Sketch your Timeline

Create a timeline for your project. What are major dates you'll be working toward? Do you need a prototype to be ready for use after summer break? Do you want to share learnings at parent-teacher night or pitch your concept to the school board? Consider deadlines, meetings, and interim check-in dates.

Project Checklist

What do you need to get in place to enable you to get started on this project? Do you need to align schedules to conduct a challenge on a professional development day? Do you need to book space or request materials? Who do you want help from?

CHECKLIST

- BOOK ROOM
- BORROW CAMERA
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TO HELP ME WITH PLANNING, I WILL ENGAGE:

Blank space for writing names of people to engage for help with planning.



I WANT TO COMPLETE THE FIRST ITERATION OF THIS PROJECT BY: