Identify a real world design problem you have observed your surroundings or environment. This problem could be political, local, systemic, or even related to your school. After some initial brainstorming, you will add structure to your ideas by completing the following ideation scenarios.

1 User:

Anybody who has or will ever lose something in the city.

2 Context:

The entire lost and found system for the MTA is archaic and dysfunctional. If you happen to lose something it can take a long time to even get it back or get it back at all. With this system/app somebody can find your phone and you can have it back to you in the same day.

3 Motivation:

Youre biking through central park and check your phone with haste. You don't notice as you leave the park, but your phone has fallen on the bike path. Once youre home you realize its not on your person. You panic. Could the park officials have gotten to it? Should you go back? Probably too late.

4 Solution:

The user will access the website or application and post this in a dynamic feed. From there they will have to be hopeful somebody replies. Minutes later, somebody answers! "Hey James? Yeah I think I've got your phone here, so no worries." WIth almost no hassle, the item is recovered.

5 Outcome: *Describe the outcome of the situation – the payoff, the problem solved, and the happy user.*

Lets revisit the problem, but instead of abandoning it add in the solution. James is riding his bike and after coming home realizes he must have lost his phone back in the park. Instead

of panicking he quickly goes on Found Hound and posts about his phone. Without having to deal with the parks authority another Found Hound user has discovered the phone and replied to James. Just like that James is reunited with his phone with great reassurance due to our system.