NEW YORK CITY COLLEGE OF TECHNOLOGY
CITY TECH

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: *Identify the user, based on the target user group.*
Marvel intuitists

2 Context: *Describe context or situation in which the problem exists*

Marvel fans trying to test their comic book knowledge

3 Motivation: *Describe an incident or condition that motivates the use of the solution.*

A group of people wanting to see who knows the most about the marvel universe

4 Solution: *Show how they access and use the solution to address their need.*

its an app that users download on their phones or tablets

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

People have a marvel trivia game