Design the most effective movable *joint*

DRAW 3 min

What makes a good joint?

- -many degrees of freedom?
- -solid and robust along one axis?
- -serves a specific function?
- -light and fluid?
- -energy efficient?
- -gives you super powers?

Your mission: Design the best joint for your <u>partner</u>.

Something useful and meaningful. Start by gaining <u>empathy</u>.

1 Interview

4 min (2 sessions x 2 minutes each)



Design the best joint for your partner

2 Dig Deeper 4 min (2 sessions x 2 minutes each)

Notes from your second interview Switch roles & repeat interview

Reframe the need that joint addresses

3 Capture findings 2 min

Goals & Wishes:

What is your partner trying to achieve? What actions?

Insights:

New learnings about your partner's feelings and motivations: What is something you see about your partner's experience that maybe they don't see?

Make inferences from what you've heard.

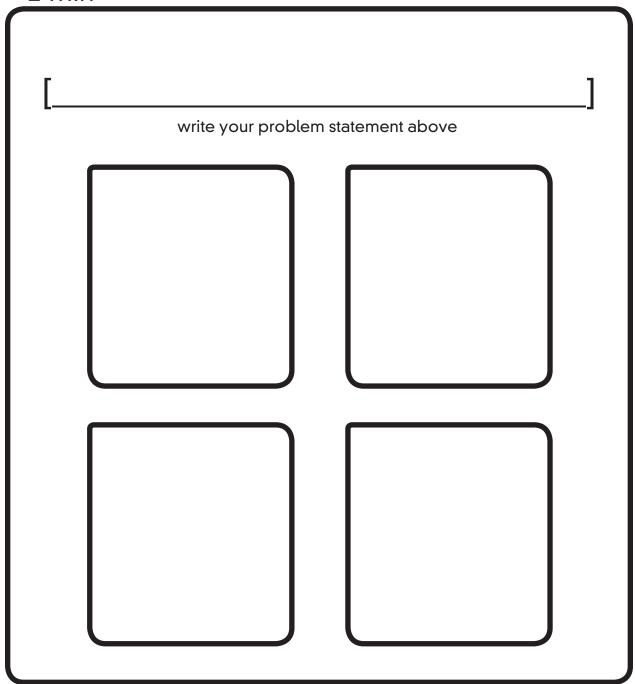
Reframe the need

4 Take a stand with a POINT OF VIEW 2 min

USER []
_	partner's name
nee	ds a way to
[]
	user's needs
because (or "but" or "surprisingly")	
[]
[]
insight	

IDEATE: generate alternatives to test

5 Sketch [4 radical ways to meet partner's needs] 2 min



User feedback

6 Share your solutions & capture feedback 4 min (2 sessions x 2 minutes each) **Notes**

Switch roles & repeat sharing

<u>Iterate</u> based on feedback

7 Reflect & generate a new solution 2 min

Sketch your big idea

Build and **Test**

8 Build your solution 12 min

BUILD something your partner can interact with

9 Share your solution and get feedback

4 min (2 sessions x 2 minutes each)

++ What worked? -- What could be improved? ?? Questions !! Ideas