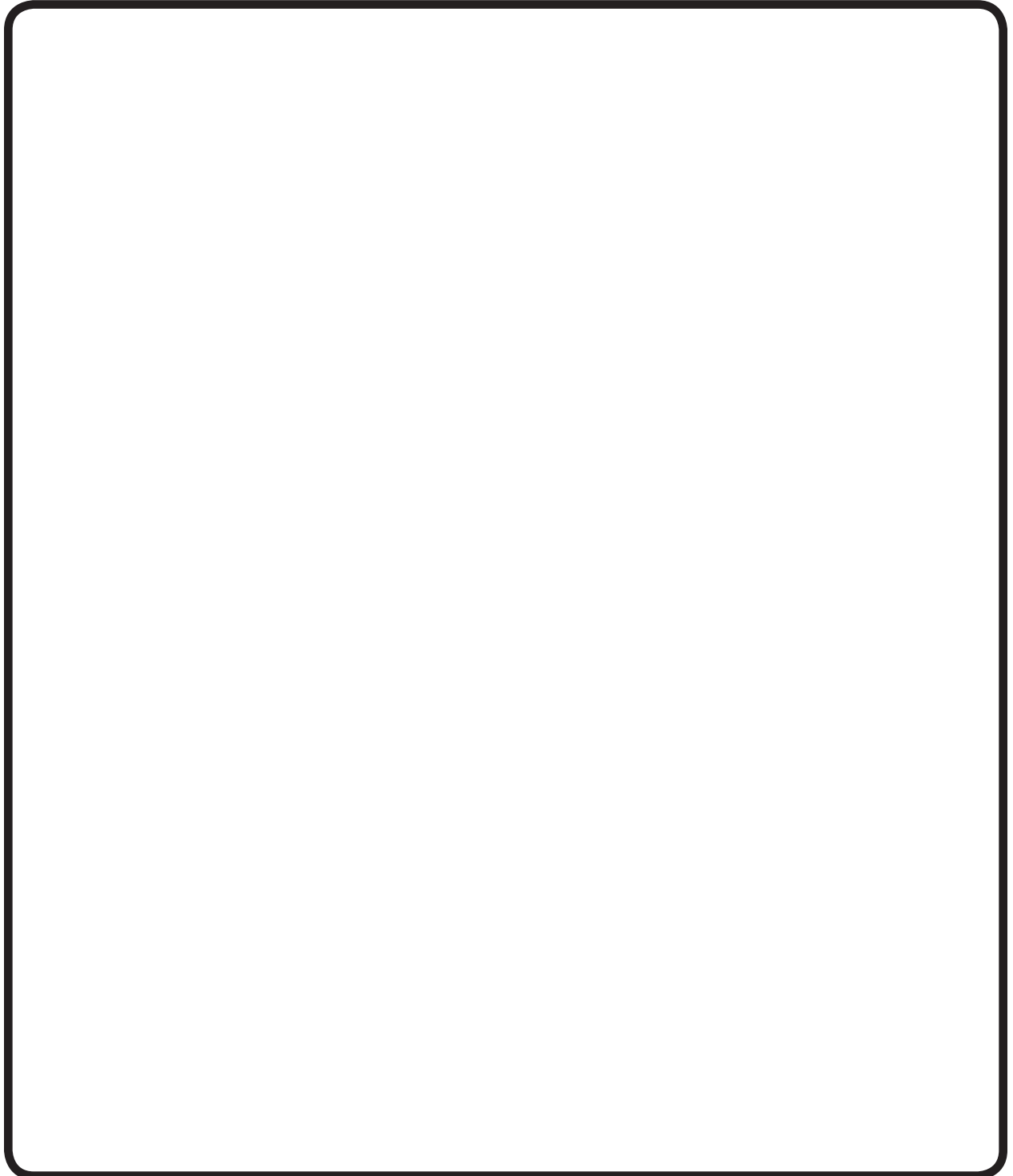


# Design the IDEAL Playground

DRAW 3 min



*Your mission:* **Design the ideal playground for your partner.**

Something useful and meaningful.  
Start by gaining empathy.

## 1 Interview

8 min *(2 sessions x 4 minutes each)*

Notes from your first interview

Switch roles & repeat interview

*Your mission:* Design the ideal playground for your partner

2 Dig Deeper

6 min *(2 sessions x 3 minutes each)*

Notes from your second interview

Switch roles & repeat interview

# Reframe the problem

3 Capture findings

3 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 problem

4 Take a stand with a POINT OF VIEW

3 min

USER [ \_\_\_\_\_ ]

partner's name

needs 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]  
5 min

[ \_\_\_\_\_ ]

write your problem statement above


# User feedback

6 Share your solutions & capture feedback

10 min *(2 sessions x 5 minutes each)*

Notes

Switch roles & repeat sharing

# Iterate based on feedback

7 Reflect & generate a new solution  
3 min

Sketch your big idea



# Build and Test

8 Build your solution  
7 min

**BUILD** something your partner can  
interact with

# 9 Share your solution and get feedback

10 min *(2 sessions x 5 minutes each)*

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