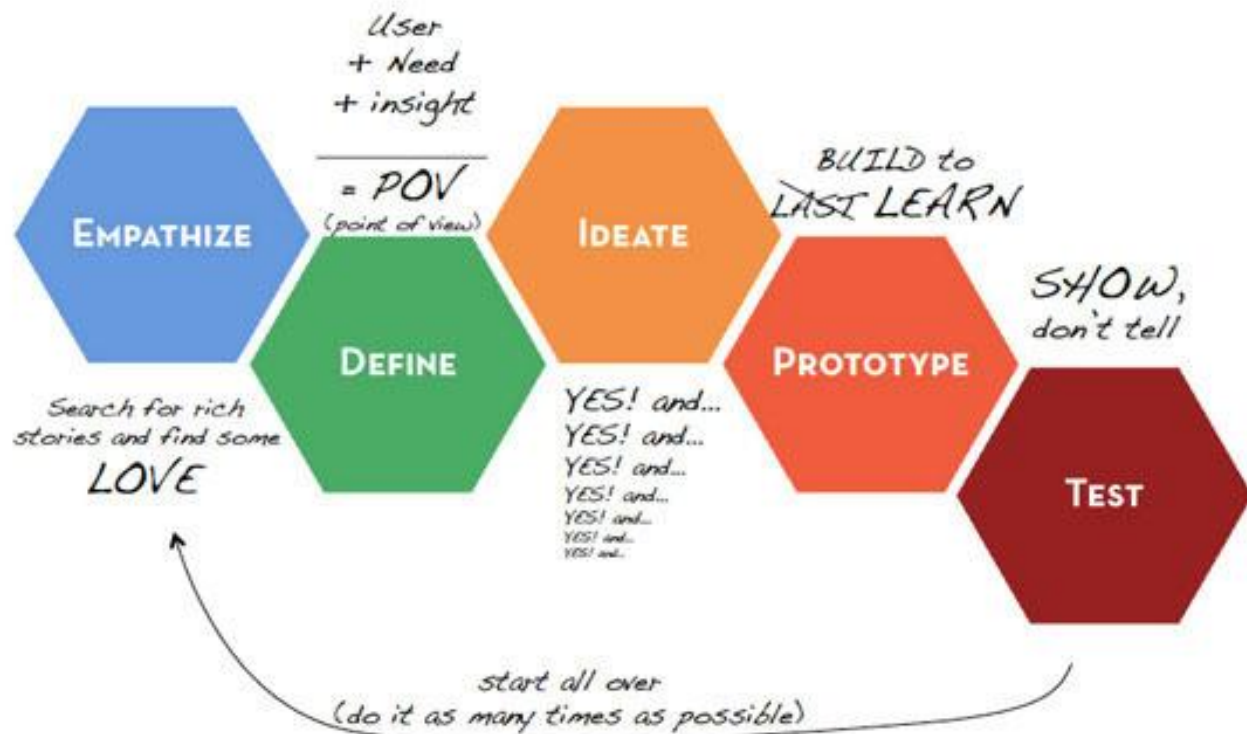


Design Thinking & Robotics

Day 3



My design thinking CHEAT SHEET



Ideation

- Ideation is the process of coming up with ideas and solutions to the problem.
- In this stage of the design process, it is important to get creative.
 - Throw ideas out there, even if they sound crazy
 - Make a list of as many solutions as you can
 - Ideas do not need to be worked through from start to finish at this point
- It is important to encourage and not criticize other people's ideas during ideation because this can greatly limit the amount of solutions a group proposes in the brainstorming phase.

Generate ideas

- Silently, each team member generates at least 5 ideas to solve the problem identified in the chosen need statement
- One idea per sticky note
- At this point, no idea is too crazy

Narrowing Ideas

- As a team talk about each idea and remove those that do not fit the challenge or are not plausible
- Group the remaining ideas into overarching themes or ideas
- Rank your top themes individually based on how well you think they address the need statement
- Pick one solution to take to prototype stage
- **Note:** The solution you pick at first may not be the best solution and you may need to **come back to this stage** so do not throw away these original ideas