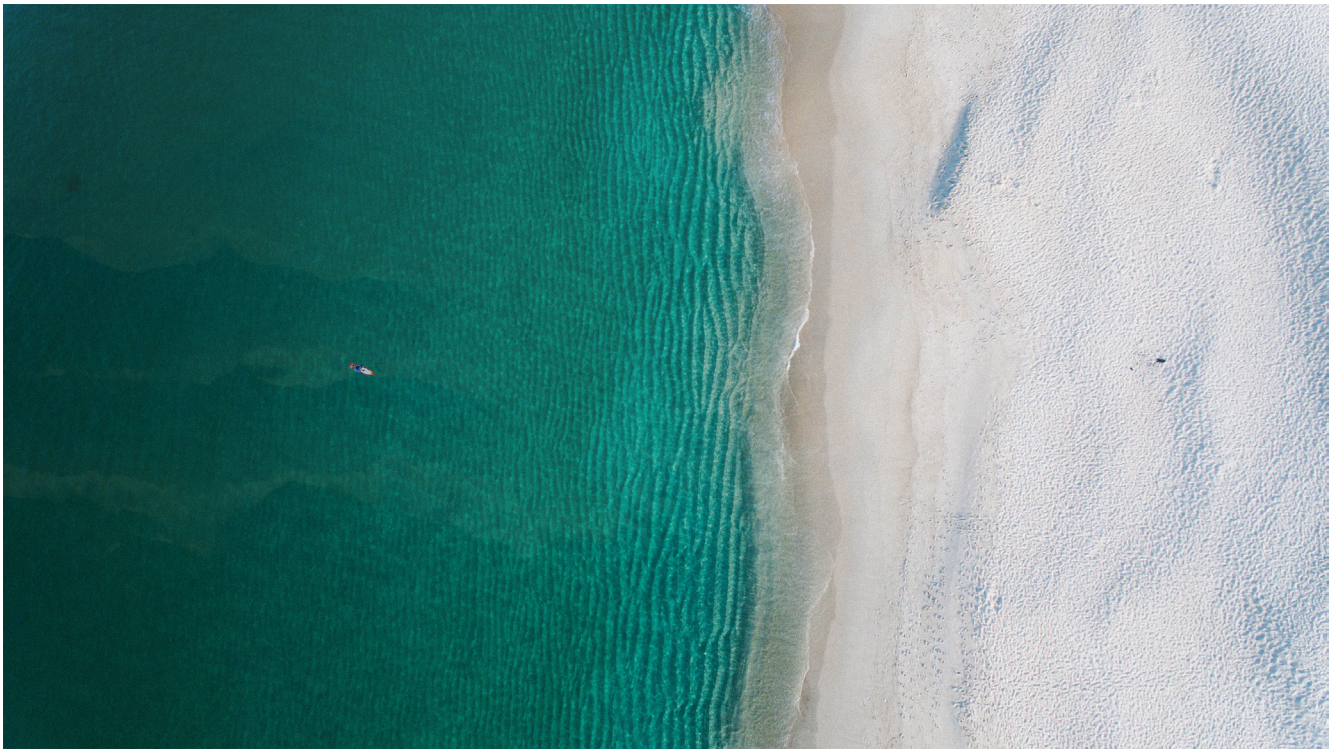
Final

5301

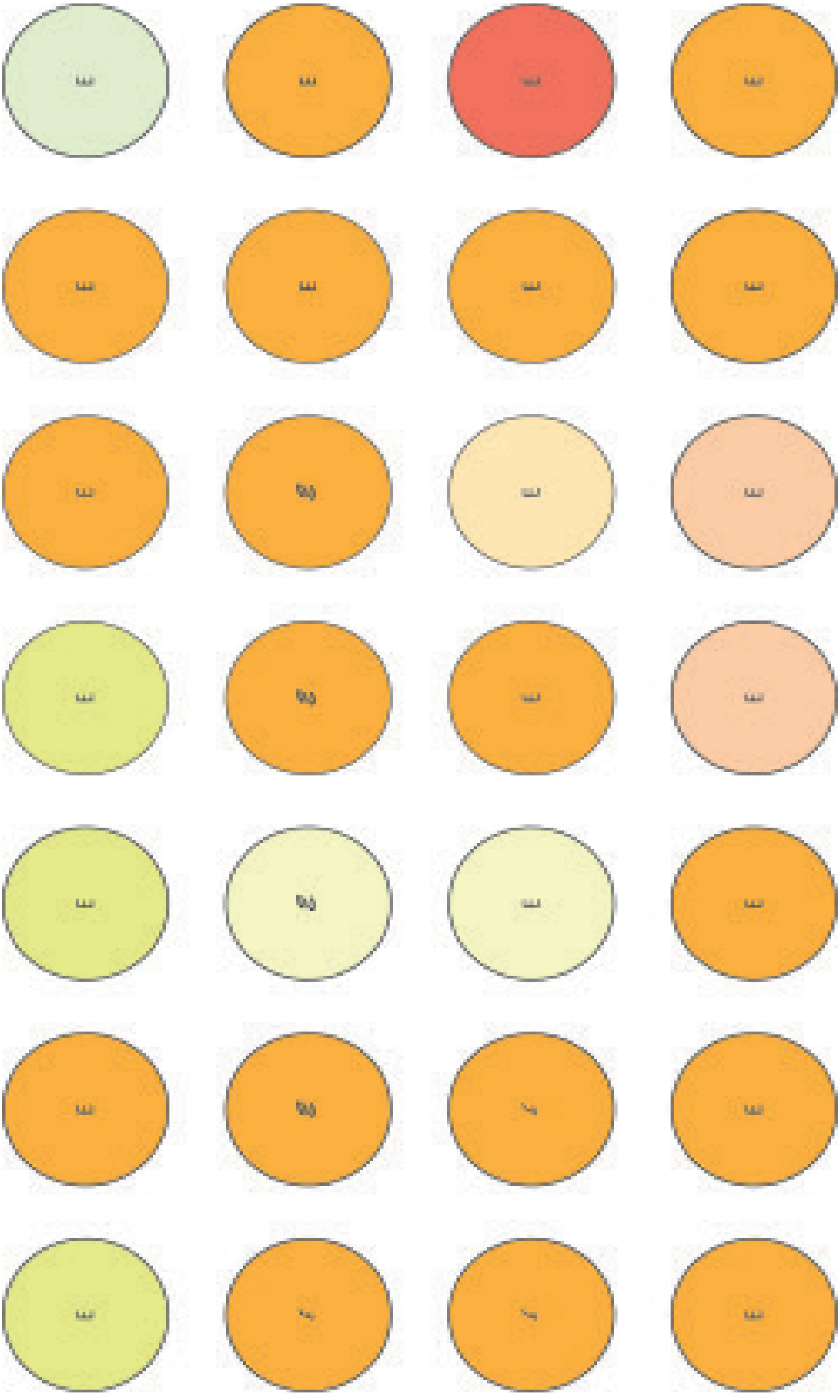
week 2.

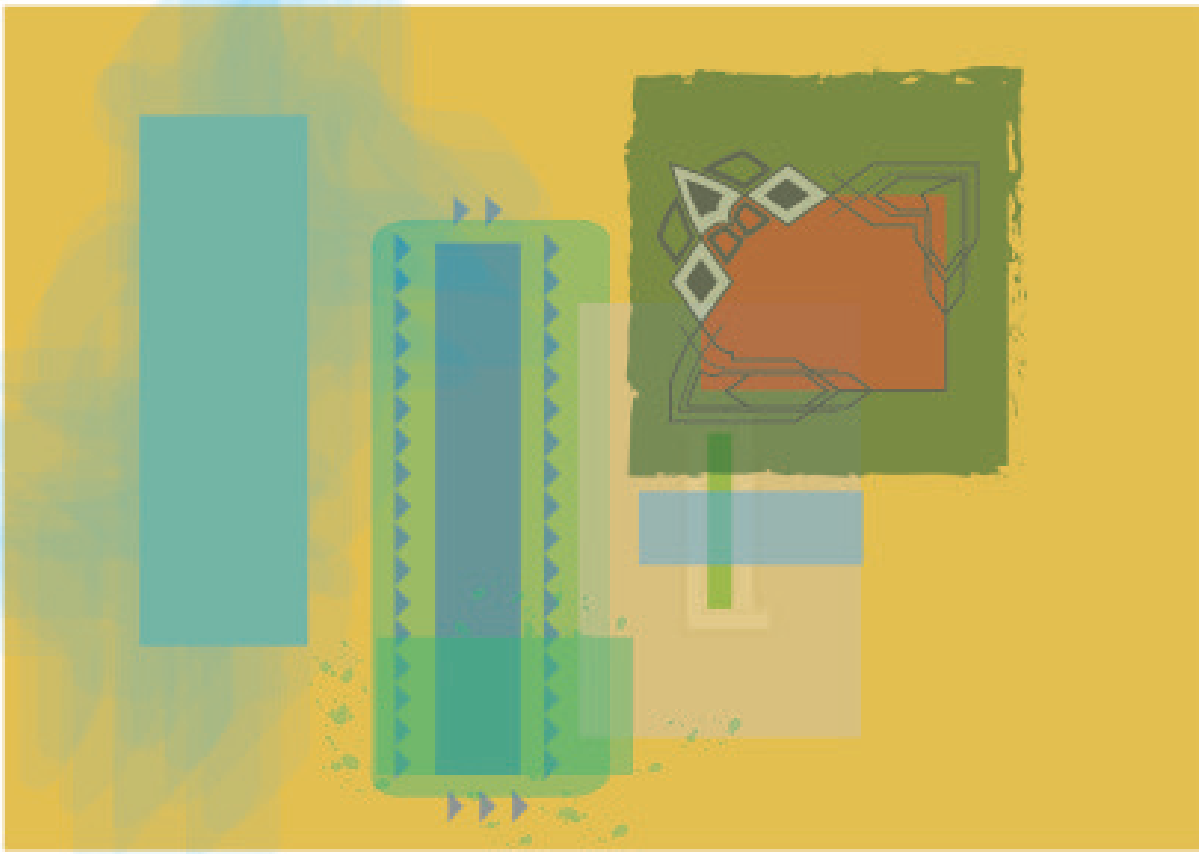
week 3.

week 4.

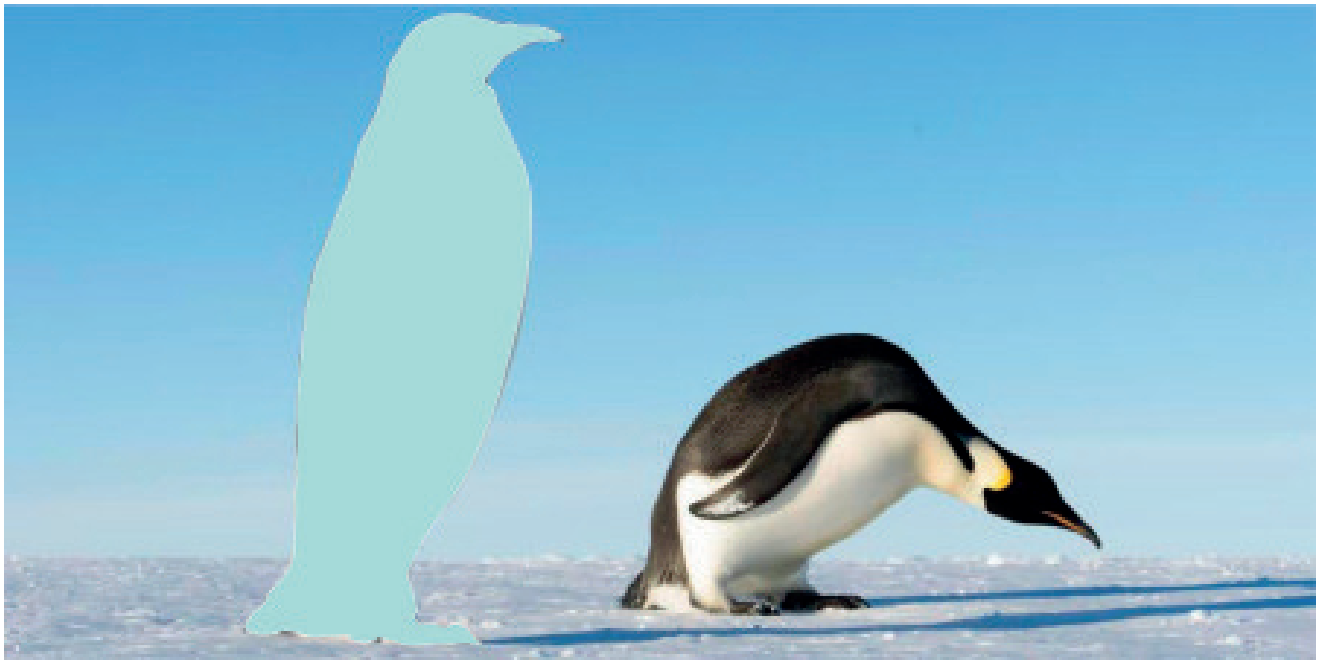


week 7 .





week 8.



GOLDLINK

Your mission: **Redesign the gift-giving experience ...for your partner. Start by gaining empathy.**

1 Interview
8min (2 sessions x 4 minutes each)

Notes from your first interview

keychain very speical to him because it came all the way from hawaii from friend.

don't really get gifts

laptop - best gift

had for 6 month

laptopless for a laptop.

- tiki

Switch roles & repeat Interview 1.

2 Dig deeper
8min (2 sessions x 4 minutes each)

Notes from your second interview

* very nice gift - hawaii

* longest gift kept - jordens give as a kid (baby)

only pair jordens he has (special)

bo2 (black ops 2)

something he wanted and got as a gift from his mum.

Switch roles & repeat Interview 2.

d.

Reframe the problem.

3 Capture findings 3min

needs: things they are trying to do*
*use verbs

Theyre trying to save money to get a decent gift for some speical.

insights: new learnings about your partner's feelings/ worldview to leverage in your design*
*make inferences from what you heard

Really appreciates their gift no matter what it is.

4 Define problem statement 3min

Tiki
partner name/description

needs a way to find a good ~~gift with meaning~~ way to not loose gifts
user's need

Surprisingly // because // but ...
[circle one]

He doesn't remember where ~~he doesn't want to get~~ he place stuff ~~a gift that doesn't mean anything~~
insight

d.

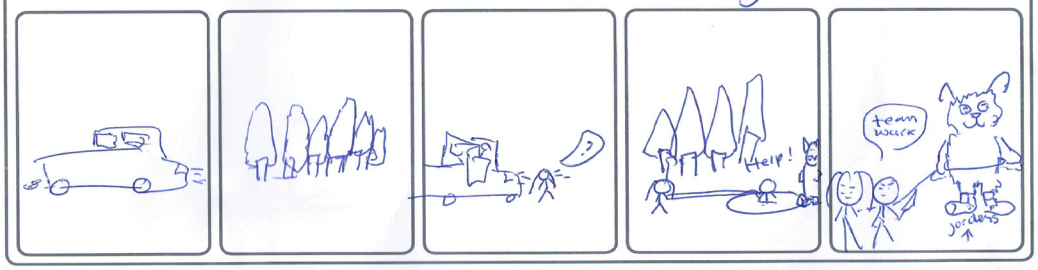
week 10.

Ideate: generate alternatives to test.

5 Sketch at least 5 *radical* ways to meet your user's needs. 4min

~~Having trouble buying things~~ lost in a forest cause bear stole his jordens

write your problem statement above



6 Share your solutions & capture feedback. 8min (2 sessions x 4 minutes each)

Notes No solution because jordens are too special to get lost.

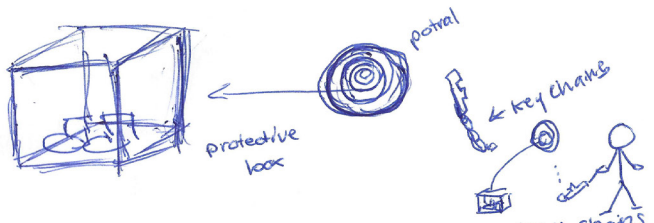
Switch roles & repeat sharing.

d.

Iterate based on feedback.

7 Reflect & generate a new solution. 3min

Sketch your big idea, note details if necessary!



key chains find lost things and capture it in a box and then delivers through a potral.

d.

Build and test.

8 Build your solution.

Make something your partner can interact with!

[not here]

10min

9 Share your solution and get feedback.

✚ What worked...

The tools in the app were useful.

− What could be improved...

instructions for the app.

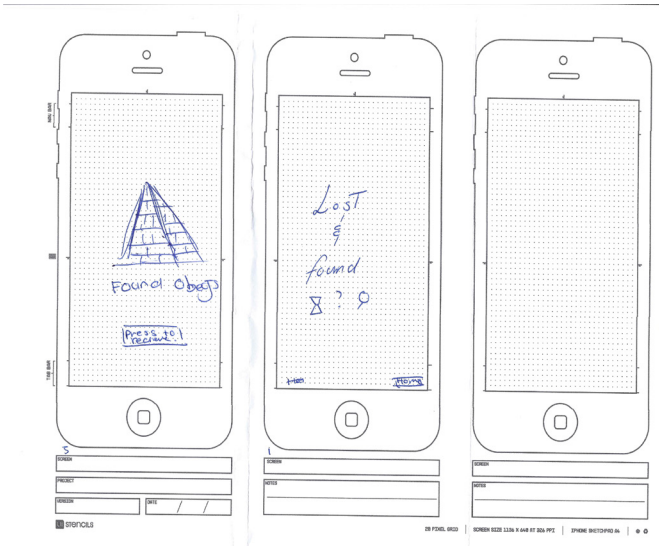
? Questions...

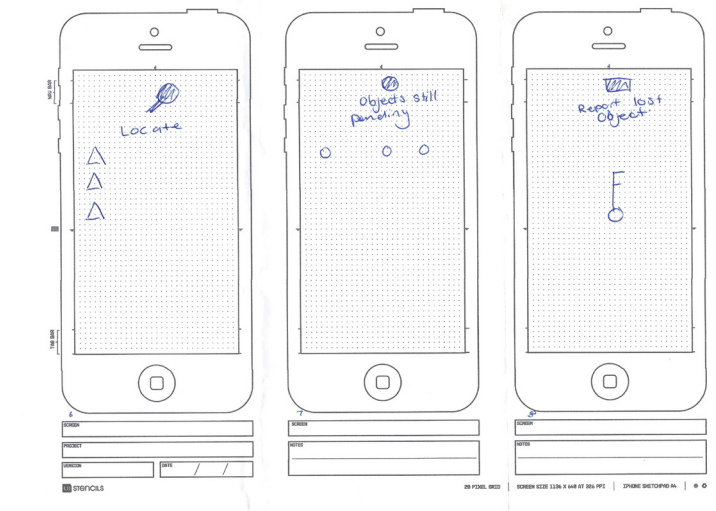
How are items found and transported

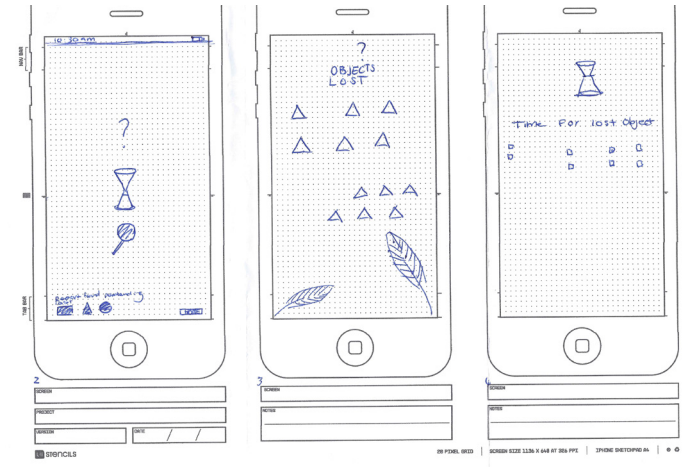
! Ideas...

put a chip into items you want to use with the app.

8min (2 sessions x 4 minutes each)


Found Objects
Press to record!
Lost
&
found


Locate
Objects still pending
Report lost Object


OBJECTS
L.O.S.T
Time. For lost Object

How did talking to your partner inform your design?

Talking to my partner informed my design because they informed me about what they're needs were, this helped me decided what I need to design to help them and what tools to put in the application.