



Student name: \_\_\_\_\_

## Empathise: user experience map

	Before school	After school
Doing		
Pain points		
Opportunities		



Student name: \_\_\_\_\_

# Design brief

Your brief for this project is as follows:

**Design a stand to raise a phone above a horizontal surface.**

Your design must:

- Allow the phone to charge
- Not obstruct the screen
- Be easy to place and remove the phone
- \_\_\_\_\_

Add your chosen fourth function in the space provided.

## The design thinking process



**Empathise:** understand how other people feel and what they need.



**Define:** set out what a solution will and will not do.



**Ideate:** come up with a variety of possible solutions to the problem.



**Prototype:** choose one solution and create a quick & simple version of it.



**Test:** get feedback from users about what does and doesn't work.



**Improve:** use the user feedback to make a final design.