Activity Card : Empathy

What emotions might the user be feeling?
1. 
2. 
3. 
4. 
5.

What does the user say or do?
1. 
2. 
3. 
4. 
5.

What are some advices/comments which the user hears from his friends or relatives?
1. 
2. 
3. 
4. 
5.

What does the user see?
1. 
2. 
3. 
4. 
5.
Activity Card: Design Challenge

Research / Observe
List the specific facts and observations that you noticed in the scenario.
1.

Define Challenges
Write down all the problems which are relevant and can be addressed.
Activity Card: Point of View

Write down the problem you have selected with reason

I am an

I am trying to

But I am

Because of

Which makes me feel

Point of View Statement
Write a sentence that summarizes the problem you want to solve

In partnership with Intel
## Activity Card: Ideate

**Generate ideas to solve the problem**

<table>
<thead>
<tr>
<th>Ideas Generated</th>
<th>Uniqueness</th>
<th>Ease of use</th>
<th>Ease of design</th>
<th>Durability</th>
<th>Feasibility</th>
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<tbody>
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**Arriving at the right design**
ABSTRACT - Rough Sketch of the Prototype
CONCRETE - Detailed Sketch of the Prototype

Materials Required

1. ........................................
2. ........................................
3. ........................................
4. ........................................
5. ........................................
6. ........................................
7. ........................................
8. ........................................
9. ........................................
10. ....................................... 
11. ....................................... 
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13. ....................................... 
14. ....................................... 
15. .......................................
### USER TESTING QUESTIONS

<table>
<thead>
<tr>
<th>Sl.No</th>
<th>User Testing Questions</th>
<th>Remarks</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>What do you like and dislike about this prototype?</td>
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<td>2.</td>
<td>What could be done to make “you want” to use this prototype more?</td>
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<td>3.</td>
<td>What do you think of how the prototype looks (the aesthetics)?</td>
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<td>4.</td>
<td>Is this prototype efficient, safe, and comfortable to use? If not, how could it be improved to make it user friendly?</td>
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<td>5.</td>
<td>What are the problems with this prototype?</td>
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<tr>
<td>6.</td>
<td>What can be done to solve these problems?</td>
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</tbody>
</table>
USER TESTING OBSERVATIONS

Observations
1. What does the user do with this prototype?

2. What are the user’s perceptions of the prototype?

3. How successful or unsuccessful does the user think the prototype is?

4. How does it meet or fail the user’s needs?

5. How safe is the prototype?