

Activity Card : Empathy

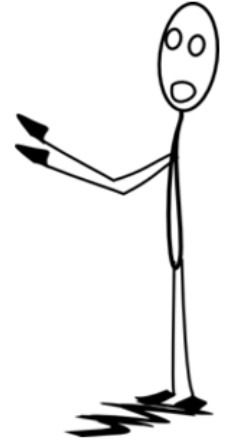


What emotions might the user be feeling ?

1. _____
2. _____
3. _____
4. _____
5. _____

What does the user say or do ?

1. _____
2. _____
3. _____
4. _____
5. _____



Empathy Map



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

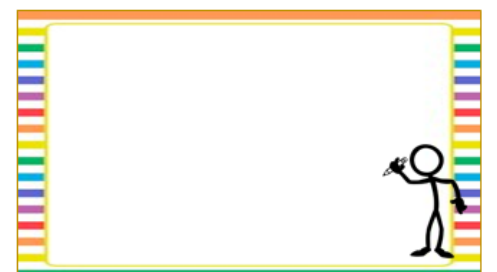
List the specific facts and observations that you noticed in the scenario.

1.



Define Challenges

Write down all the problems which are relevant and can be addressed.



Activity Card: Point of View

I am an _____

I am trying to _____

But I am _____

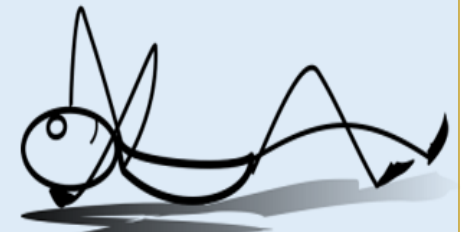
Because of _____

Which makes me feel _____

Write down the problem you have selected with reason

Point of View Statement

Write a sentence that summarizes the problem you want to solve

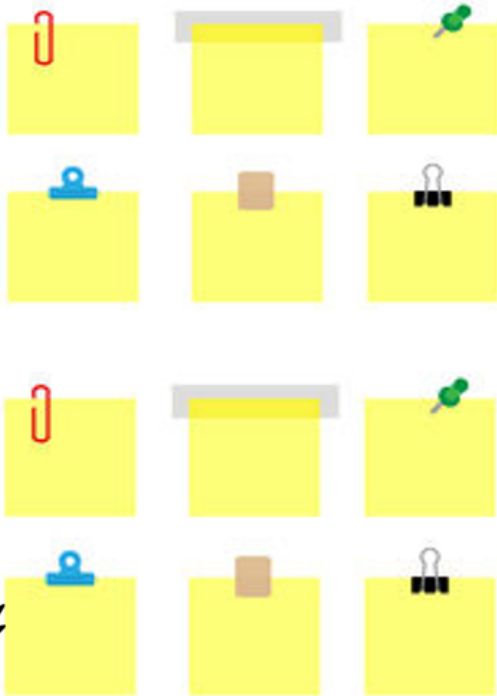


Activity Card: Ideate

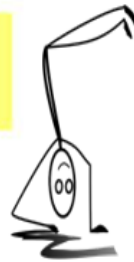
Generate ideas to solve the problem



Arriving at the right design

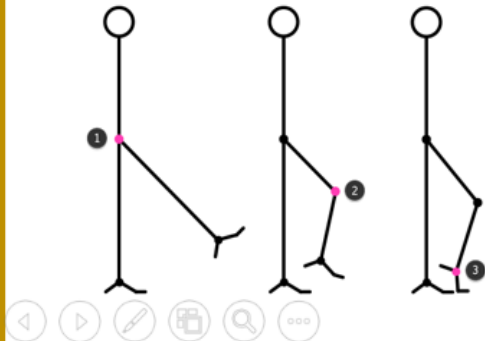


Ideas Generated	Uniqueness	Ease of use	Ease of design	Durability	Feasibility



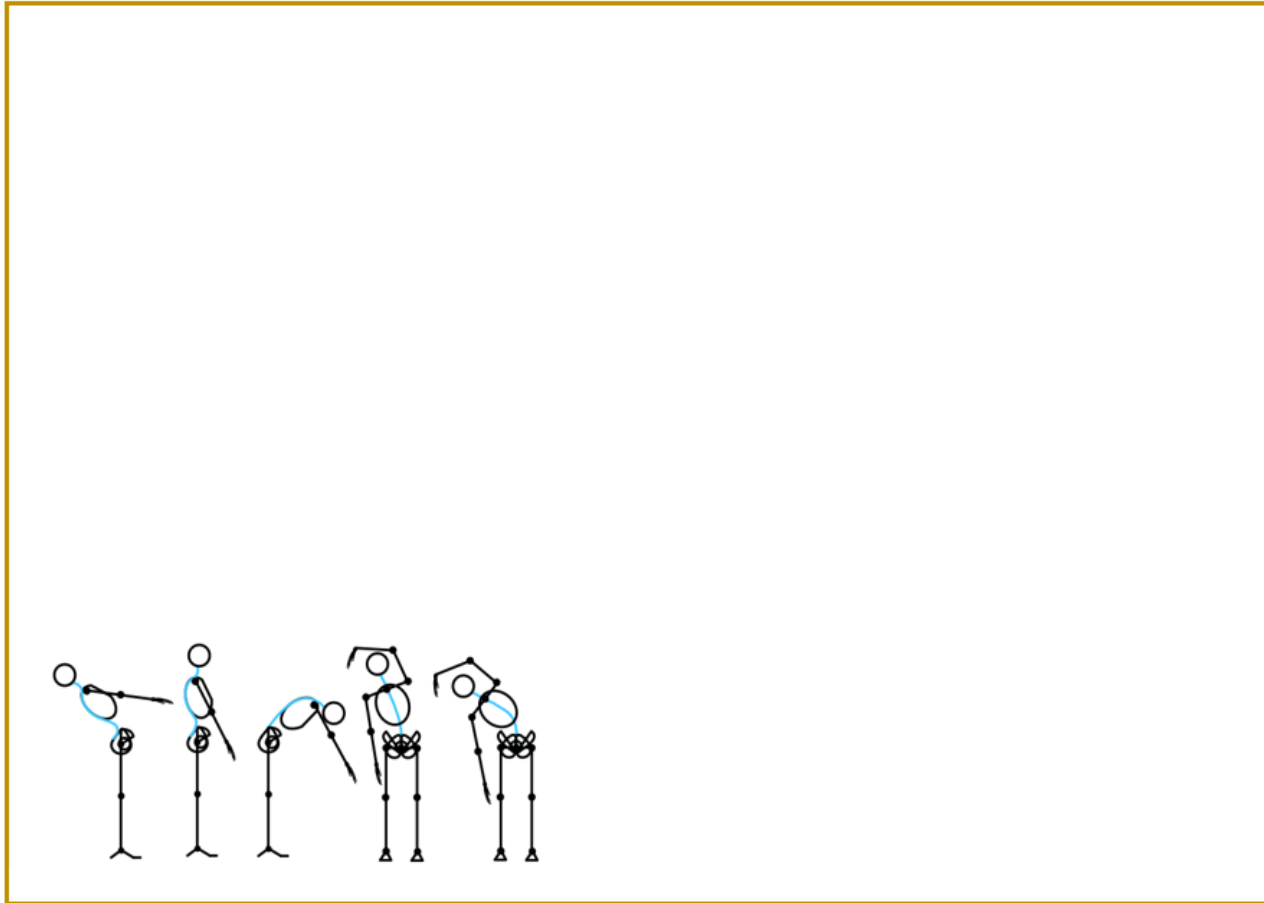
Activity Card: Abstract prototype

ABSTRACT - Rough Sketch of the Prototype



Activity Card : Concrete prototype

CONCRETE - Detailed Sketch of the Prototype



Materials Required

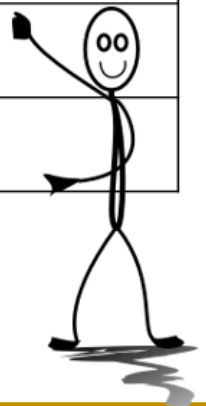
1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.
13.
14.
15.



Activity Card : Test – Questions

USER TESTING QUESTIONS

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



Activity Card : Test – Observations

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?

