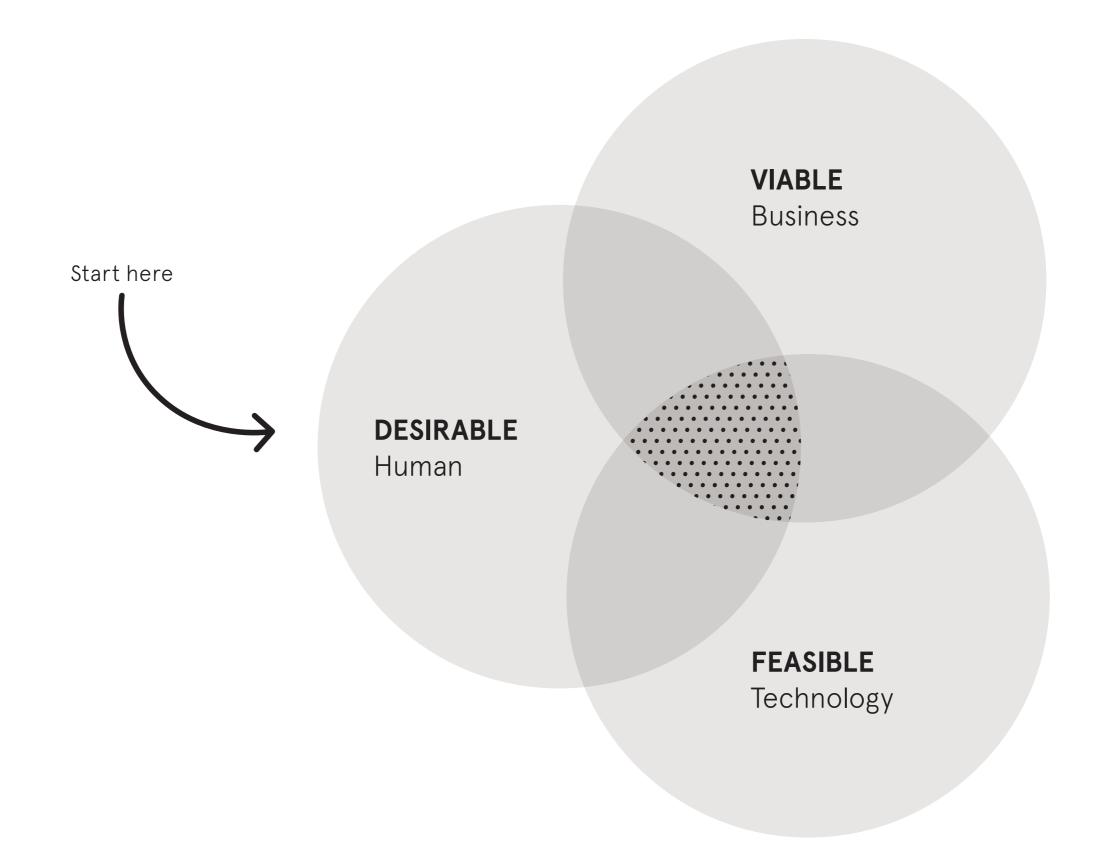


WHAT IS HUMAN-CENTERED DESIGN?



THE MINDSETS



- 1. Creative Confidence
- 2. Empathy
- 3. Embrace Ambiguity
- 4. Make It
- 5. Learn From Failure
- 6. Iterate, Iterate
- 7. Optimism

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THE METHODS



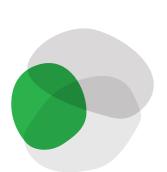
INSPIRATION

In this phase, you'll learn how to better understand people. You'll observe their lives, hear their hopes and desires, and get smart on your challenge.



IDEATION

Here you'll make sense of everything that you've heard, generate tons of ideas, identify opportunities for design, and test and refine your solutions.

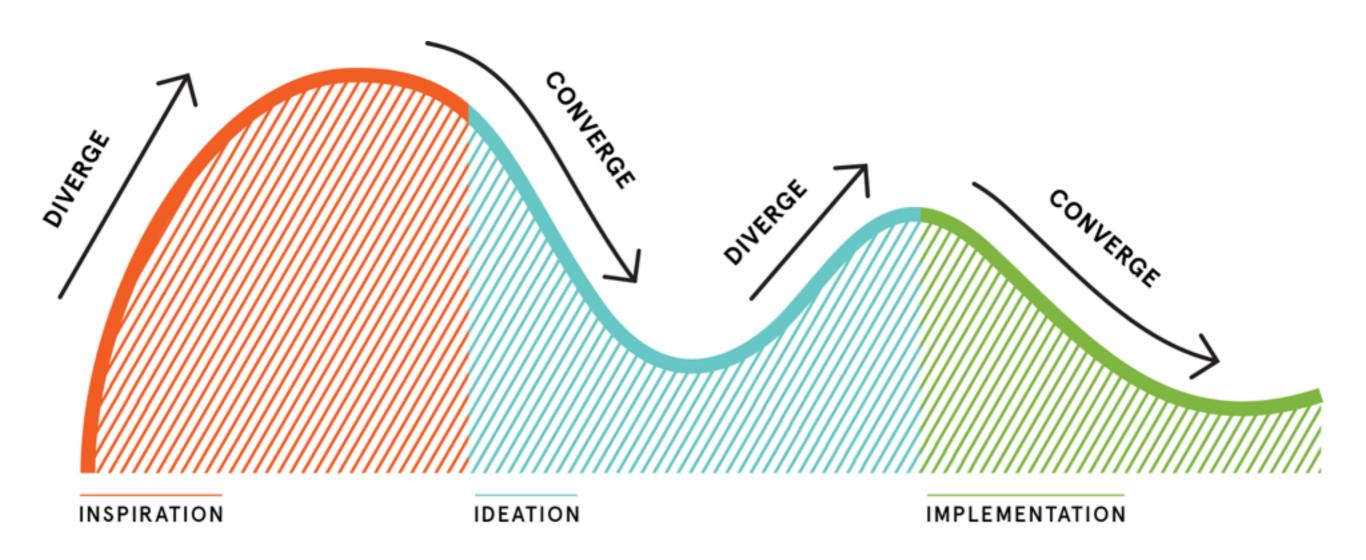


IMPLEMENTATION

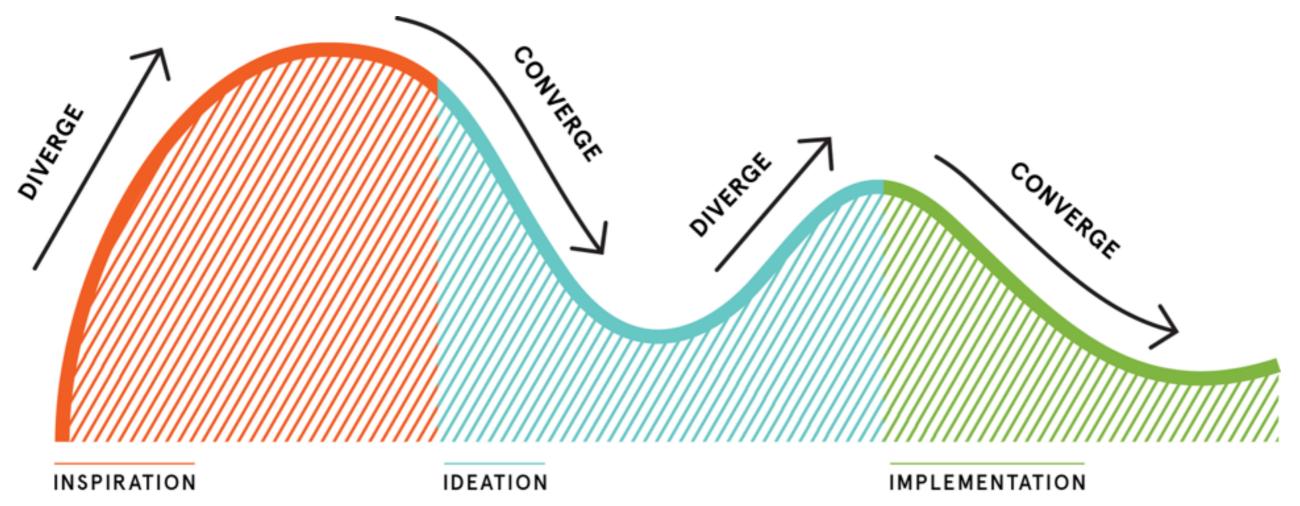
Now is your chance to bring your solution to life. You'll figure out how to get your idea to market and how to maximize its impact in the world.



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Frame Your Design Challenge Research

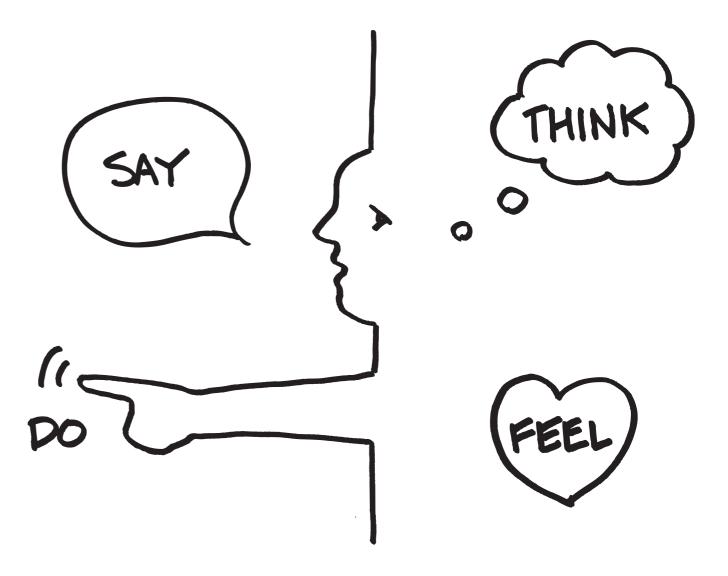
- · People, Experts, Immersions, Analogous Inspiration
- Extremes and Mainstreams
- · Interview Techniques

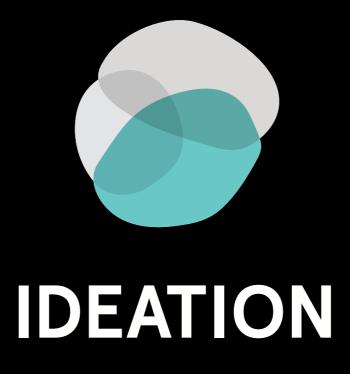
Create a Plan Field Research

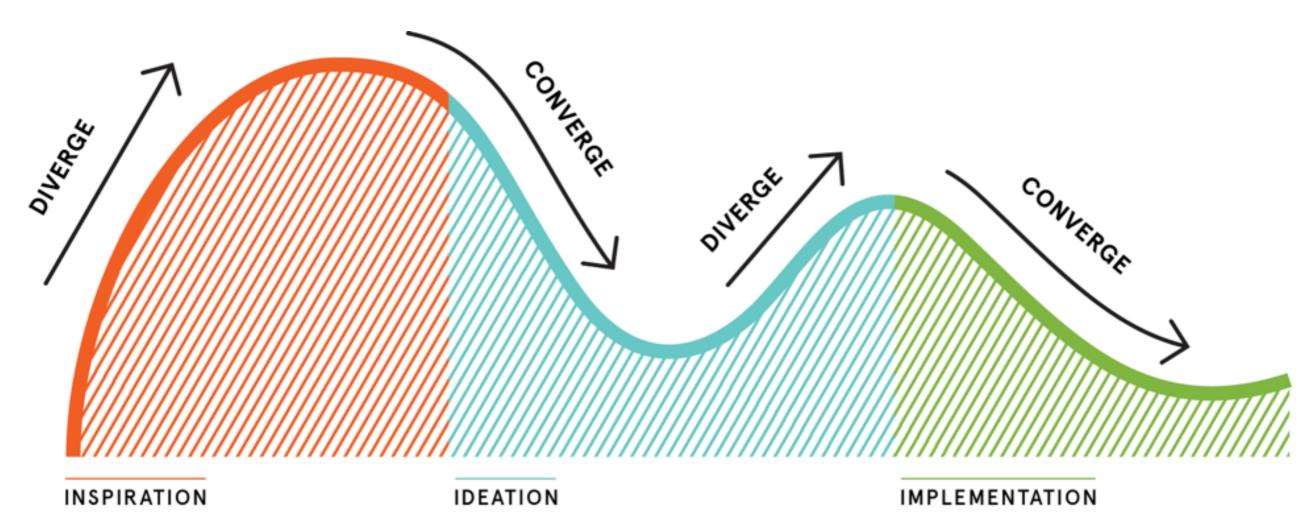
INSPIRATION

In the Inspiration phase, you'll explore different ways to UNDERSTAND PEOPLE.

You'll observe and ask about their hopes, needs, feelings, and desires, all of which will INSPIRE IDEAS THAT IMPROVE LIVES.







Synthesis

- Download Your Learnings
- Find Themes and Insights
- · Craft"How Might We" Questions

Brainstorming

- **Brainstorming Rules**
- · Top Ideas

Prototyping

- · Storyboard
- Rapid Prototyping
- · Test and Get Feedback
- · Integrate Feedback and Iterate



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