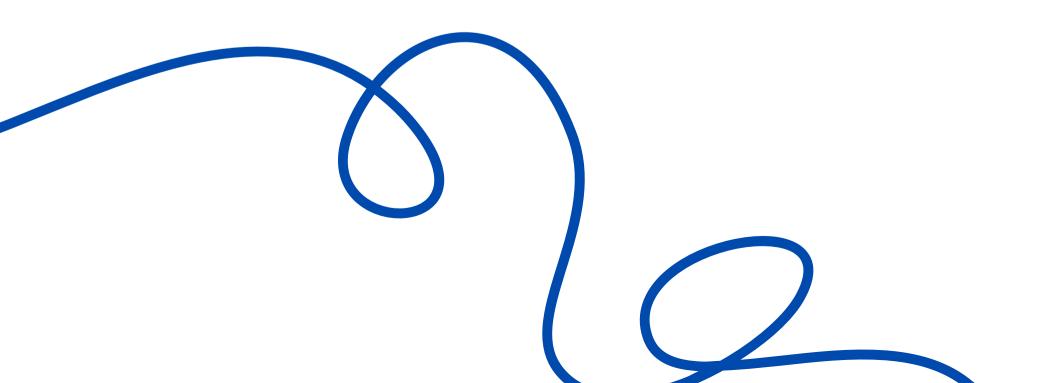


## Design Thinking & Ideation Workshop





# Land Acknowledgement

We wish to acknowledge this land on which the University of Toronto operates. For thousands of years it has been the traditional land of the Huron -Wendat, the Seneca, and the Mississauga's of the Credit. Today, this meeting place is still the home to many Indigenous people from across Turtle Island and we are grateful to have the opportunity to work on this land.

## **ICE-BREAKER QUESTION**

- Share what campus/school/institution you and your team are from
- If your team formed here at the hackathon, please share all your locations?







# Design Thinking for Innovation

A process for creative problem solving

#### IMPLEMENT

Ł

MATERIALIZE

ž

TEST

Put the vision into effect.

### EMPATHIZE

Conduct research to develop an understanding of your users.

#### Return to your users for feedback.

## DESIGN THINKING 101

### DEFINE

Combine all your research and observe where your users' problems exist.

UNDERSTAND

NNGROUP.COM

### PROTOTYPE

Build real, tactile representations for a range of your ideas.

#### IDEATE

Generate a range of crazy, creative ideas.

EXPLORE

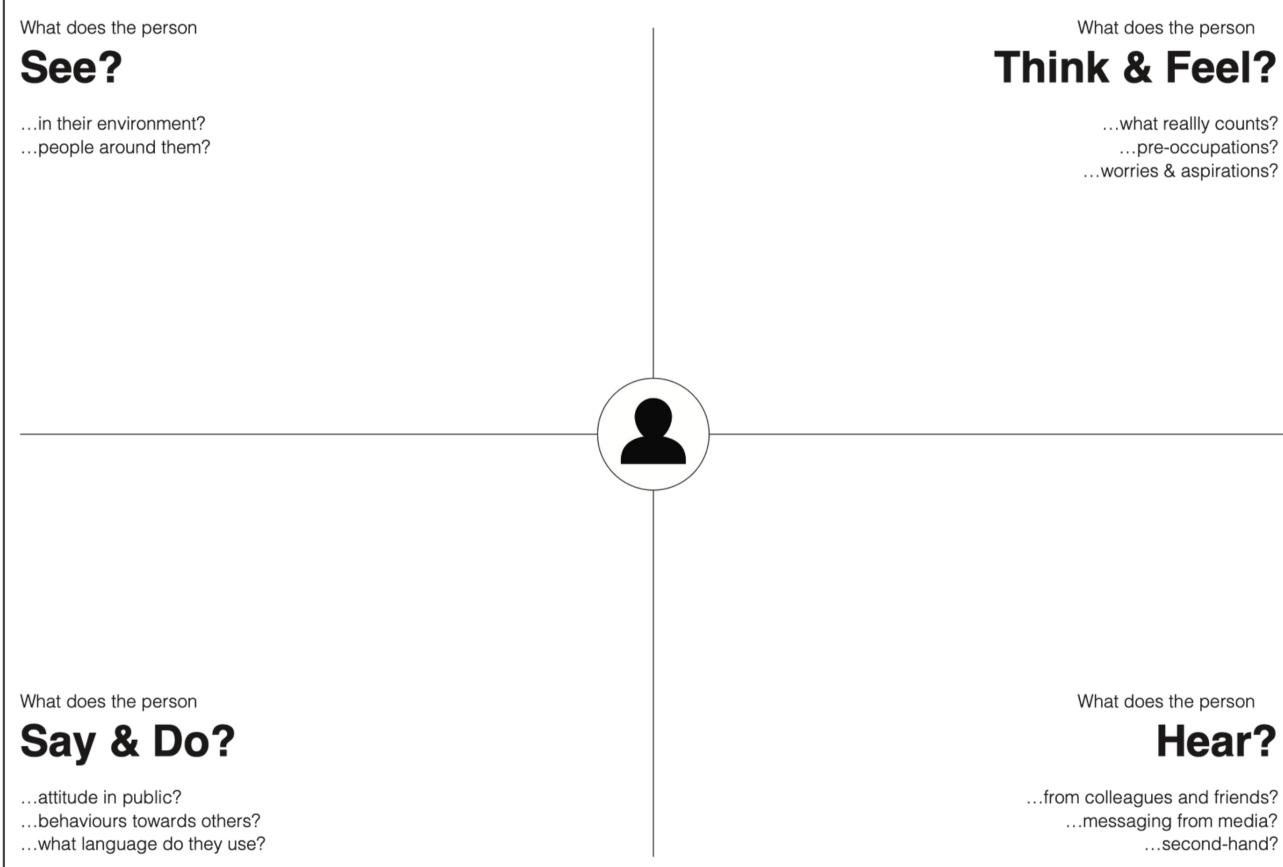
# Empathize We are in this together!



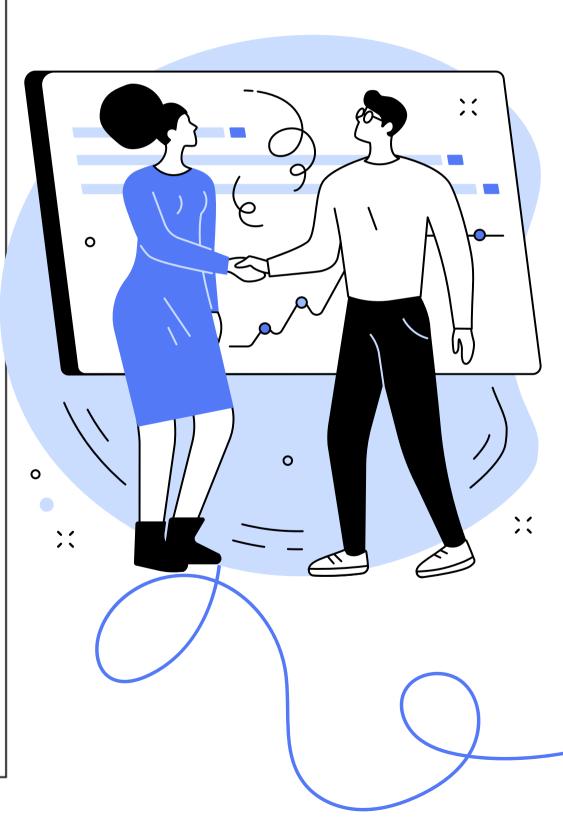
## **Empathy Map Template**

Use this as a guide when working on a larger kraft paper template





...second-hand?



# Define

Challenge Statement





What is the key issue you are trying to address and why is it important?	Who is it a problem for?	What social/cultural factors shape this problem?	What evidence that this is wor ment?	e do you have th the invest-	Can you th this proble way? Can

### **DEFINITION**

think of blem in a different n you reframe it?



"Problem-Framing Statement"

How might we					
(ac	ction)	(what)			
for					
(group being designed for)					
in order to	(reculting change or i	(mnoot)			
	(resulting change or in	mpaci)			
Keep in mind					
Example, too broad: How might we improve math	kample, just right: How might we empower learners to manage their				
		own learning?			
<b>Example, too narrow:</b> How might we help students keep track of their math homework by making sure that they write in their agendas?		Tip: A great question does not mention a specific solution, technical			
main nomework by making sure that they write in	-	requirements, monetary returns, or product specifications!			



## Ideate Share ideas, build creativity



## IDEATE: Explore Possibilities VS. Deciding What To Do?

CREATE CHOICES GENERATE MULTIPLE IDEAS & POSSIBLE SOLUTIONS.

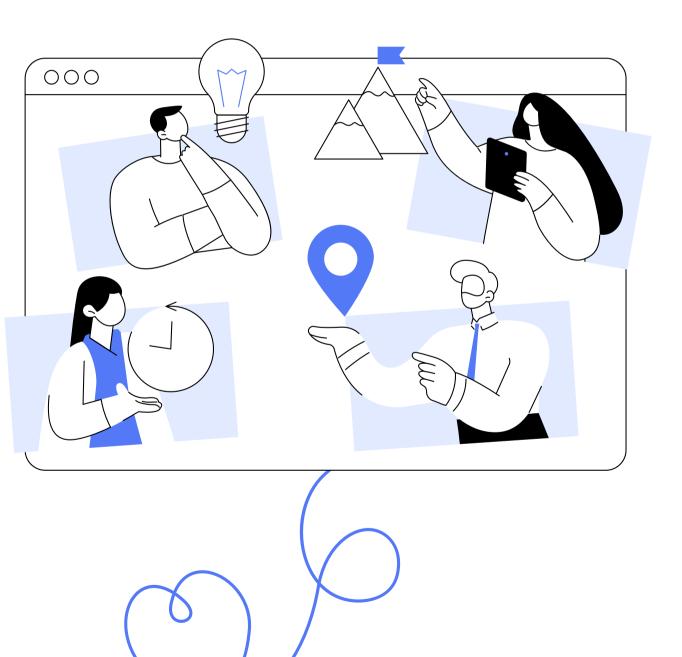
DIVERSENT

THINKIN 6

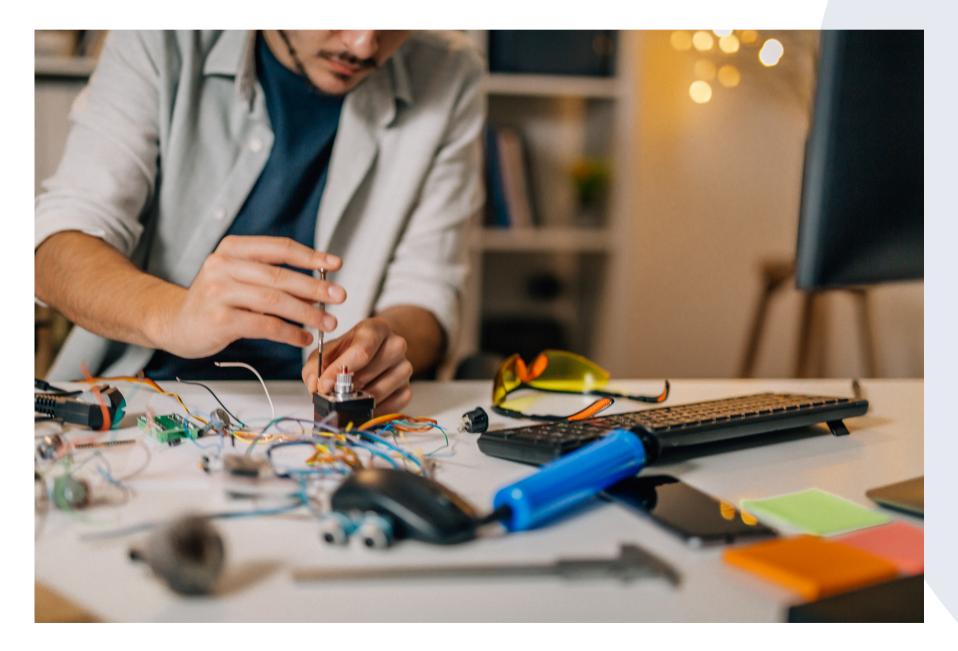
RESEARCH, ANALYZE, GENEZATE OR DESIGN INDEPENDENTLY WITHOUT DISCUSSING THOUGHTS OR FINDINGS WITH OTHERS. CONVERSENT THINKING

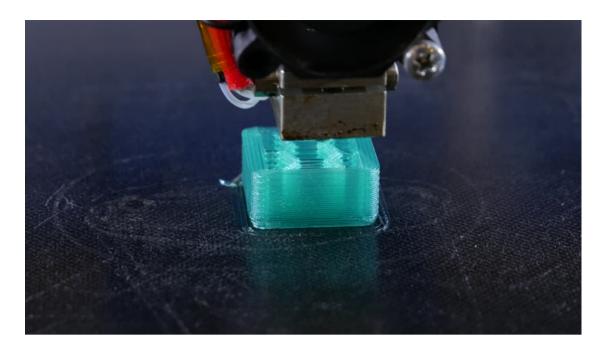
MAKE CHOICES EVALUATE AND SELECT FROTI ALTERNATIVES.

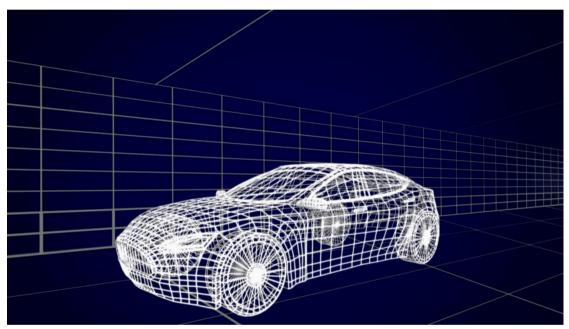
> SHARE YOUR FINDINGS, INSIGHTS 4 IDEAS OR DESIGNS WITH ONE ANOTHER.

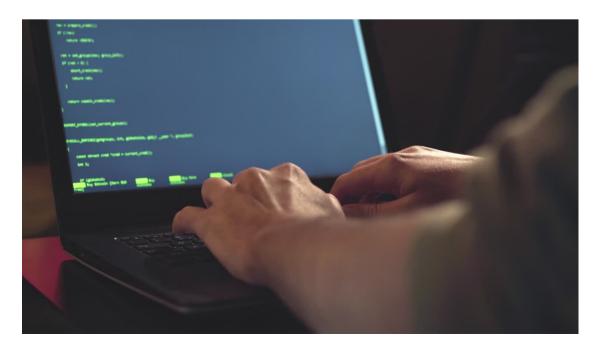


# **Prototype**Solutions and concepts into mock-ups





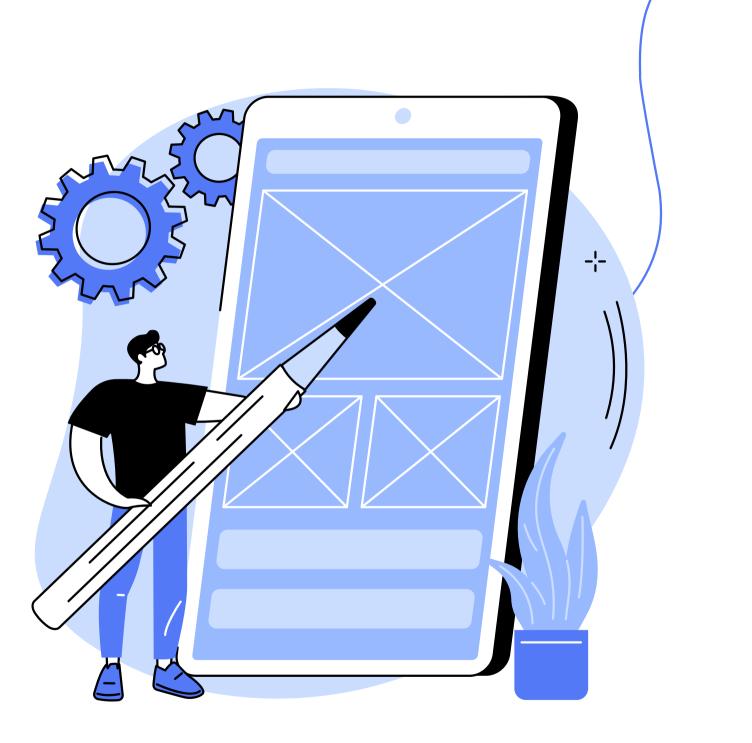




3D Printing

Sketch/Drawing/Map

Web/Mobile App

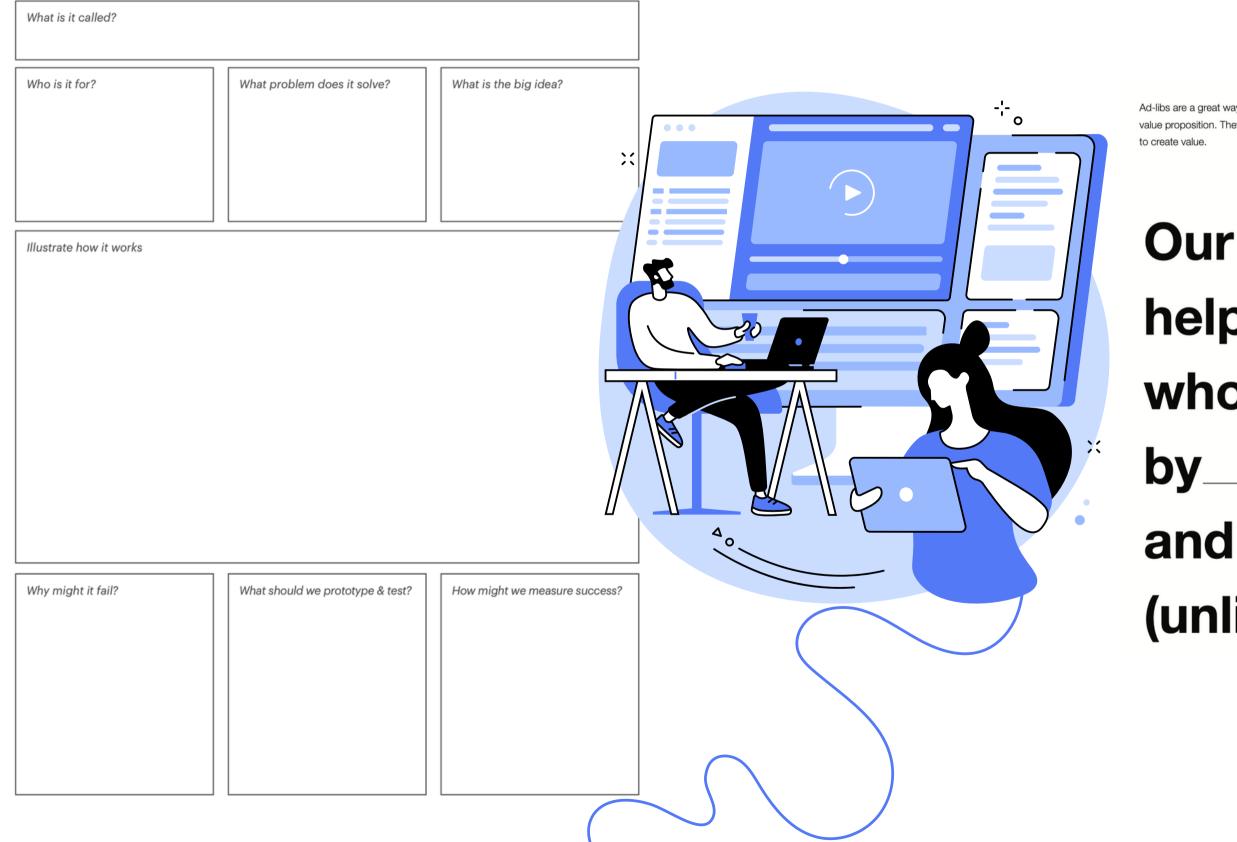


# Test > Feedback > Iterate



You"Il have 2 final products today to help you put a pitch deck together

## **Concept Poster**



Ad-libs are a great way to quickly shape alternative directions for your value proposition. They force you to pinpoint how exactly you are going to create value.

OBJECTIVE

Quickly shape potential value proposition directions OUTCOME Alternative prototpyes in the form of "pitchable" sentences

## Our help(s) who want to

verb (e.g., reducing, avoiding)

verb (e.g., increasing, enabling)

(unlike)

Competing value proposition

Customer Segment

Products and Services

Jobs to be done

and a customer pain

and a customer gain



# Pitch Deck Fundamentals

- Some Background
- Problem Statement
- Solution
- Model your Product/Service
- Explain who your Target Market(s) is?
- Business Model How are you going to make money?

## is? ng to make money?

# **TheHub** Thank you! See you at the **Finals!**

