

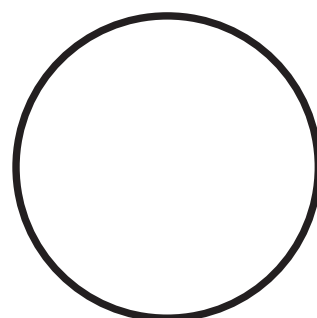
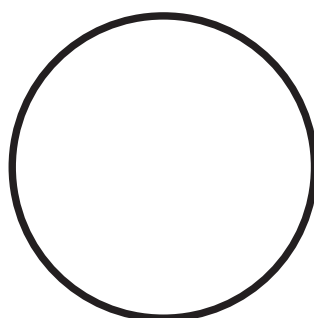
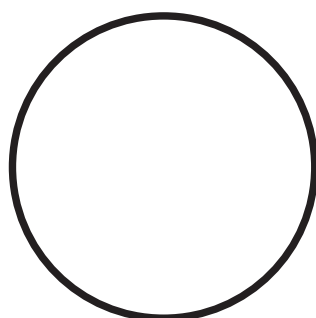
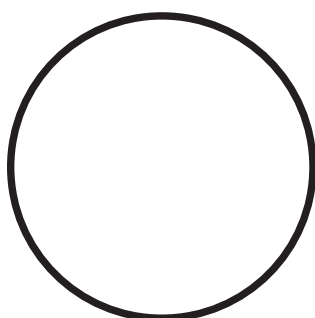
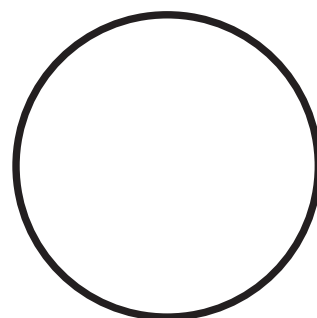
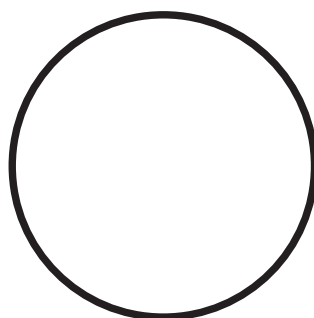
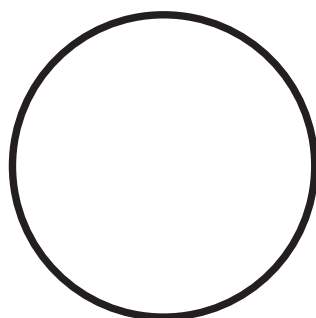
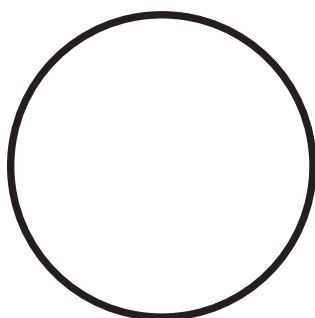
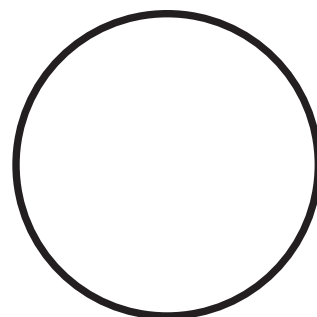
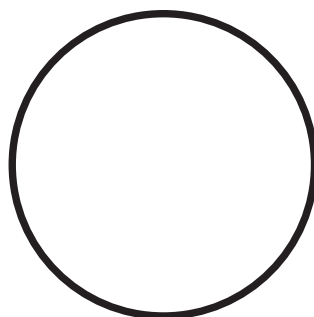
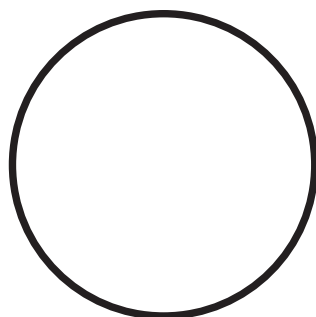
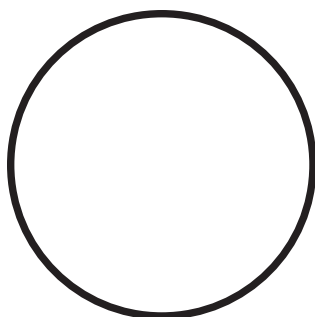
NAME _____

DESIGN FOR DELIGHT

Design for Delight Warm-up

GOAL: Warm up your creative thinking powers!

INSTRUCTIONS: Use the blank circles to draw different things. Each circle should be different.



NAME _____

Customer Interview Worksheet

GOAL: Understand your customer's experience so that you can help them.
Remember, your partner is now your customer.

INSTRUCTIONS FOR INTERVIEWER: Ask these questions and write notes below.



Don't talk about your own experiences
Don't come up with solutions (yet)

1. Tell me about a normal day at school for you.

Their answer:

2. What is most upsetting or frustrating for you during a normal school day?

Their answer:

3. _____ [Make up your own question].

Their answer:

You can continue asking questions and write notes on the back of this worksheet.

Brainstorming Worksheet

GOAL: Come up with a lot of ideas so that you can find great new ways to solve your customer's problem.

INSTRUCTIONS: By yourself, write down ONE problem you're trying to solve and then come up with as many ideas as you can.



There are no bad ideas!

Don't worry if your idea seems impossible or crazy.

1. What's one big problem you would like to help solve for *your partner (not you)*?

2. Write down as many ideas for a *new product or service* that would help your partner with their problem.

[illegible]

NAME _____

DESIGN FOR DELIGHT

Sketch Prototype Worksheet

GOAL: Create a cheap, fast prototype of an idea so that you can test it with customers.

INSTRUCTIONS: Write down ONE idea you're going to test, and then draw it!

1. What's ONE idea you're going to test that will help your partner with their problem?

2. Sketch your solution in the space below, using as few words as possible.

NAME _____

DESIGN FOR DELIGHT

Reflection Worksheet

GOAL: Reflect on what you learned and how you can apply it in your life.

INSTRUCTIONS: By yourself, answer the questions below.

1. What did you enjoy most about this lesson?

2. What's one thing that you learned?

3. How could you apply one idea or method from Design for Delight to a problem at school, home, or work?
