

# THE DESIGN PROCESS

The Design Process is a methodology that originated in a variety of design fields. It guides designers through a series of steps that helps them determine the right solution to a problem. It is a hands on process that involves empathizing with others, experimenting with simple materials and learning from failure. In recent years, it's been discovered as an invaluable way to facilitate learning. Students are engaged in hands-on projects where they learn to conduct research, identify challenges, ideate in groups, evaluate a prototype's efficacy and circle back to refine an idea. Here is how we present the process at Woodside...



## RESEARCH/FIND IT

Projects usually begin with this. Students might conduct an interview with an expert in a specific subject area or choose an activity to observe. They then synthesize their findings and select a challenge to focus on.



## BRAINSTORMING/SKETCH IT

After students have selected a problem to focus on they generate ideas for solutions. Ideas flow freely until the end of the ideation session when a few ideas are selected for sketching and prototyping.



## PROTOTYPING/BUILD IT

This phase is a favorite of many students- building time! They could be using cardboard and tape, photoshop and illustrator or even microsoft word. The materials depend entirely on the project.



## EVALUATION/SHARE IT

The prototype is tested by the target audience. During testing it's efficacy is evaluated and the results are used to create an improved version or 'iteration' of the prototype. Usually multiple tests are conducted and multiple iterations are made.



**DESIGNED SOLUTION**