

Human Centred Design 101 Design questions and communicating design



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We'll record this session

Agenda

TO DO	DOING	DONE
05 Future planning	04 Design questions and communicating design	00 Kickoff
06 Ideation		01 Problem definition
07 Prototyping, testing and delivery		02 Interviewing people
08 Showcase		03 Themeing and insights

What we want to cover today

- How might we? Questions
- Introduction to personas and journey maps
- Agree on the persona for journey mapping

Turning an insight into a Design Question

- 1. Let's revisit your insights from last session:
- Jump into Miro
- Identify the opportunity from this insight
- Write it as a design or "How might we...?" question
- **A. Insight:** Our new residents look for companionship because they often feel isolated and lonely in their first month.
- **B.** "How might we... provide companionship to our new residents so they feel less lonely and isolated in their first month."

Reflection – Design questions



1-2 days

- Objective: Frame research finding to stimulate idea generation for solution; further refine focus of the research for the next design phase
- Output: A compelling and well framed question/s that can be used as a starting point for solutions thinking

As a tool:

Frames thinking about potential solutions.

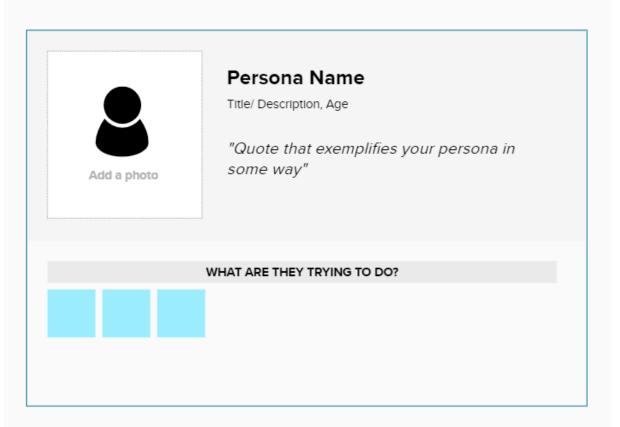
In a project:

Frames the team's thinking about potential solutions in a way that connects evidence and opportunities.

Proto personas

- Humanise our users when we don't have enough data for a persona
- Articulate their goals
 - What did you learn in the interviews?
- Create the focus for the journey map

Proto-Persona Persona 1



Agree on our users

- 1. In your teams
- Jump into Miro
- Locate the Miro board for your team number
- Agree on **1 or 2** proto personas for your map
- Decide their high level goal.
 - What are they trying to achieve by going on the journey?

NEXT TIME Journey mapping

Thank you for your time and energy today

Don't forget:

Jump into Miro and have fun