

1. get to know your user

found annoying:

something annoying

something annoying

something annoying

first, find a partner and ask them to tell you three things they recently

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sketc
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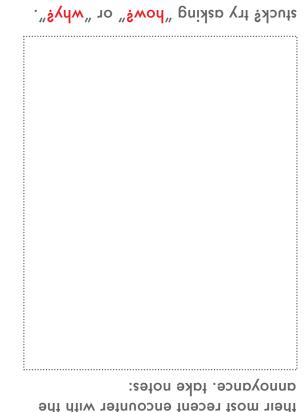
		finally, draw ar your partner's I a name:
nim &~	•	4. sketch you
2. dig d	eeper	~4 min
their mos	re your partne t recent enco ce. take notes	unter with the

tch your so	4. ske	uim [~
artner describ	~4 min	3. define
encounter wit notes:		your part following
		your partner
		a desired ou
		interesting
		an insight in
how?" or "w	hy?".	validate t
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tingly/amusingly/ironically,	interes
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.tner's name	λοηι bαι
ing sentence:	
istill what you've learned about artner by completing the	
nim r~ məldorq ədt ənii	3. de
now distill what you've learned	~1 min about
<ol> <li>define the problem</li> <li>now distill what you've learned</li> <li>your partner by completing the</li> <li>following sentence:</li> </ol>	
now distill what you've learned your partner by completing the	
now distill what you've learned your partner by completing the following sentence:	about
now distill what you've learned your partner by completing the following sentence:	about needs
now distill what you've learned your partner by completing the following sentence:  your partner's name	needs
now distill what you've learned your partner by completing the following sentence:  your partner's name  a desired outcome  interestingly/amusingly/ironical	needs ;
now distill what you've learned your partner by completing the following sentence:  your partner's name  a desired outcome  interestingly/amusingly/ironical	needs ;

validate this with your partner.

an insight into your partner's life



their most recent encounter with the next, have your partner describe 2. dig deeper

finally, draw an ambitious solution to

your partner's problem, then give it

~3 min

4. sketch your solution

a name:

bick your tavorite, then switch roles. something annoying something annoying something annoying tound annoying: tell you three things they recently

first, find a partner and ask them to

I. get to know your user

you're going to invent

pick your favorite, then switch roles.

satisfied? now iterate; build and test an interactive prototype on your own.

\* in 20 minutes or less. instructions on back.