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A Taste of Design Thinking "I CAN'T EAT THAT!"

Redesigning the Middle School Cafeteria Experience

1) Design your **IDEAL PLAN** for a middle school cafeteria. Include foods you like, what you want it to look like, the kinds of tables, chairs you prefer, etc.

Sketch your idea here:

00:04

That was a
Problem Solving approach.

Now we are going to learn a new way:
a **Design Thinking** approach.

To begin, find a partner.

2) **YOUR JOB:** Design something **USEFUL & MEANINGFUL** for your partner.

Interview Your Partner. Use the questions below to begin.

NOTES/SKETCHES

00:05 per person

1. What do you think of your school cafeteria?
2. What do you like/dislike about your school cafeteria?
3. Describe the best meal you ever had.
4. Describe all the things that happen from the moment you set foot in the cafeteria until you walk out the door.

What did you find out about your partners' experiences? What stood out to you? What are you curious about?

INSIGHTS

00:01 per person

Switch roles and **repeat Interview 1.**

3) Build **EMPATHY**:
Think About Your Partner's **NEEDS**.

NAME

What does he/she like about the cafeteria experience?

What problems does he/she face?

What does he/she dislike about the cafeteria experience?

What does he/she need to make the cafeteria experience better?

00:03

4) **DEFINE** your partner's need by writing a **NEEDS STATEMENT**.

NAME

NEEDS A WAY TO

user's need

because he or she

insight

00:03

EXAMPLES OF NEEDS STATEMENTS:

- Anna needs a way to quickly get through the cafeteria line because she likes to get in as much recess time as possible.
- Jackson needs a way to eat healthy lunches because he is really tired when he gets home from basketball practice and doesn't always have time for a healthy dinner.

IDEATION

5) Brainstorm 25 or more ideas **for different** ways to meet your user's needs. No idea is too wild! Sketch or write them in the space below.

00:05

RAPID PROTOTYPING & FEEDBACK

6) **BUILD** your solution.

7) **SHARE** your solution with your partner and **CAPTURE** feedback.

Make something your partner can interact with. Use the prototyping materials.

00:08

+ What worked?

-What could be improved?

+ What worked?

-What could be improved?

00:05 per person

Switch roles and **repeat sharing**.

BE MINDFUL of your DESIGN THINKING PROCESS.

8) Reflect.

1. Was your initial design the same or different than your final design?

2. Where did you get stuck?

3. When did you get your best idea? Describe the moment.

4. How well did you capture your partners' needs?