Design Challenge Overview

1. **Empathize**: Learn about the audience for whom you are designing.
2. **Define**: Construct a point of view that is based on user needs and insights.
3. **Ideate**: Brainstorm and come up with creative solutions.
4. **Prototype**: Build a representation of one or more of your ideas to show to others.
5. **Test**: Return to your original user group and testing your ideas for feedback.