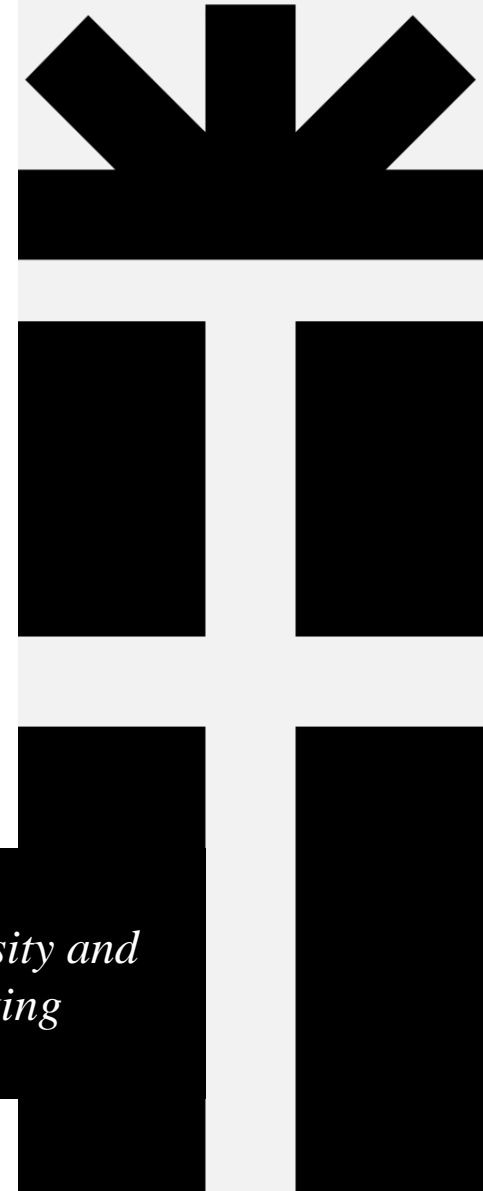# The Perfect Gift

An Introduction to Curiosity and Empathy in Design Thinking
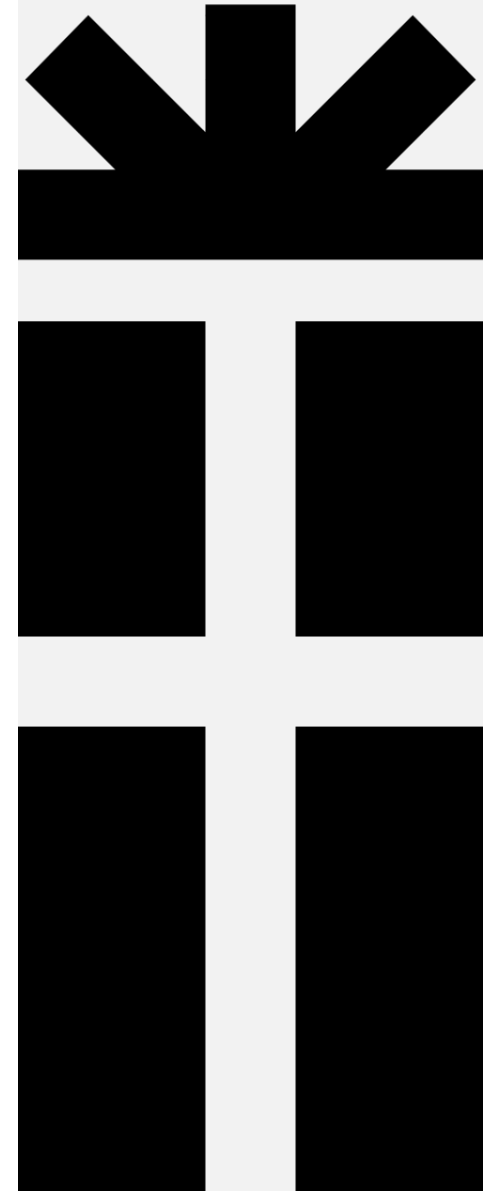
An adaptation of the Wallet Project:

Design the **Perfect** Gift *(Draw, sketch, describe … in 3 min)*

Show your idea here…

Now Design something useful and meaningful for your **partner**.
Start with curiosity to gain empathy…
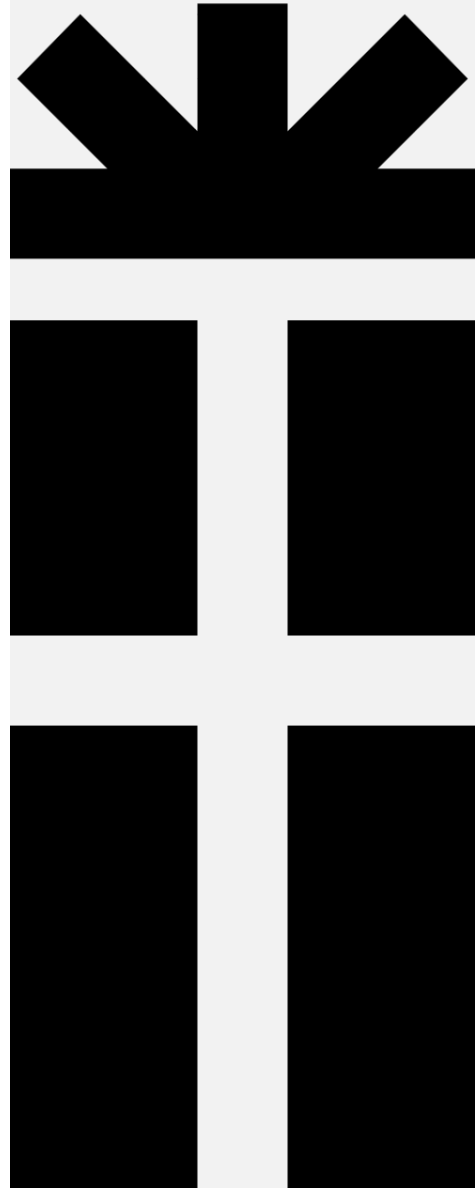
1 Interview (8 min – 2 sessions x 4 min each)

Notes from your 1st interview

Switch roles and repeat interview

2 Dig deeper (8 min – 2 sessions x 4 min each)

Notes from your 2nd interview

Switch roles and repeat interview

Redefine what your partner would like

3 Capture findings (3 min)

NEED: *Identify your partner's needs and wants*

INSIGHT: *What new did you learn about your partner's feelings and worldview to be considered in your design?*

4 Define a problem statement (3 min)

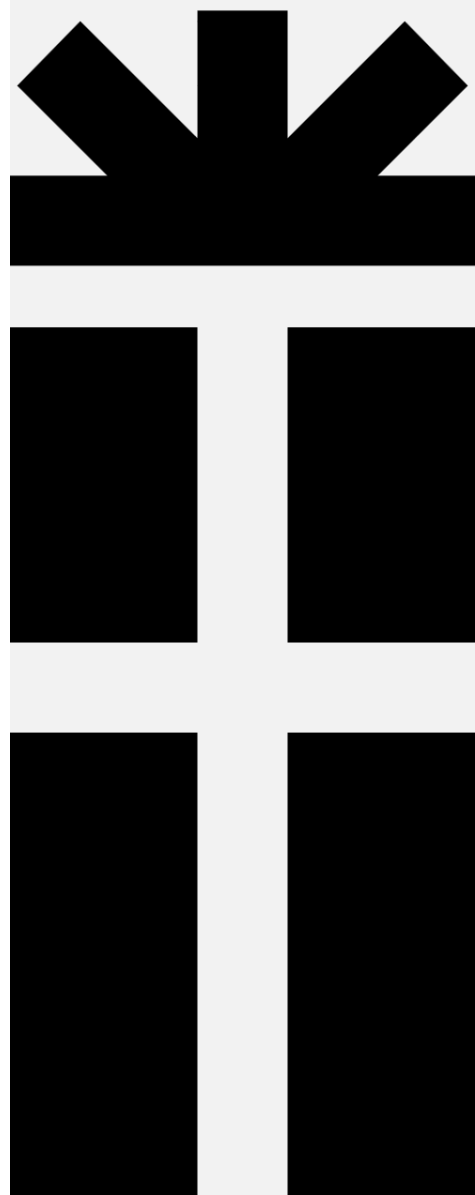*(Partner's name or description:)*

_____ *would like a way to*

(mention the need:) _____

(expand on attributes, feelings, reasons… based on the insight:)

_____

_____

_____

Generate **options** to meet the partner's **need**
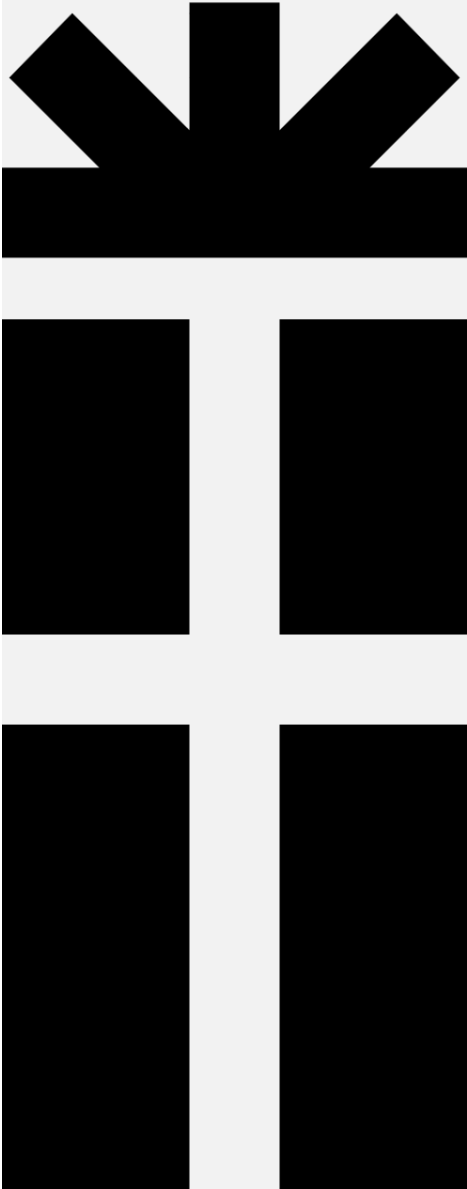
5 Sketch 3-4 ways to explore & test
(5 min)

6 Share your solutions & get feedback
(10 min – 2 sessions x 5 min)
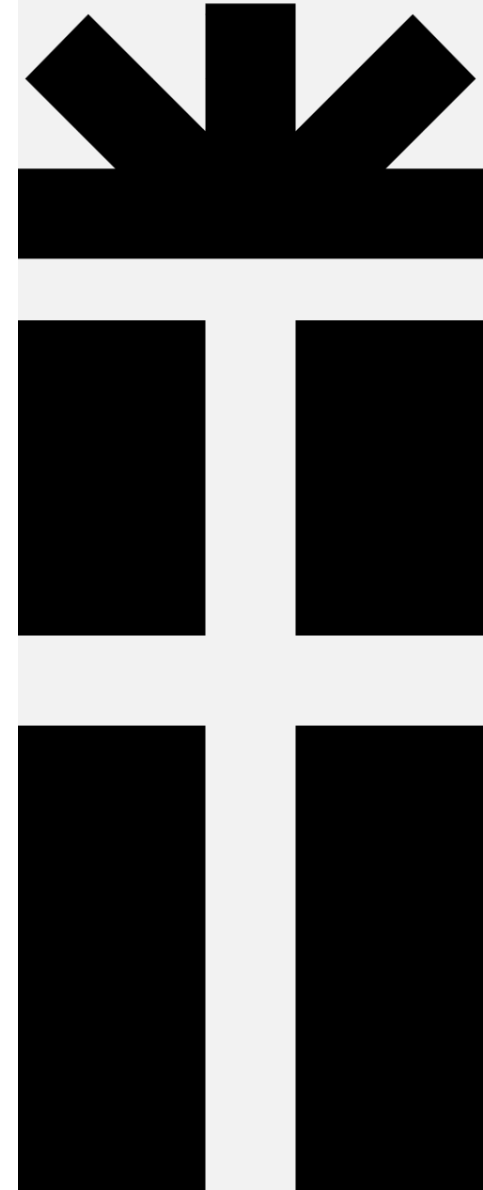
Notes

Switch roles and repeat sharing

7 Reflect & generate a **new** or **revised** solution

(Draw, sketch, describe your GREAT idea … 3 min)

Build and test

8 Build your solution
(7 min)

Go and make something your partner can interact with…

9 Share your solution & get feedback
(8 min – 2 sessions x 4 min each)

+ What worked…

- What could improve…

? Questions…

! Ideas…