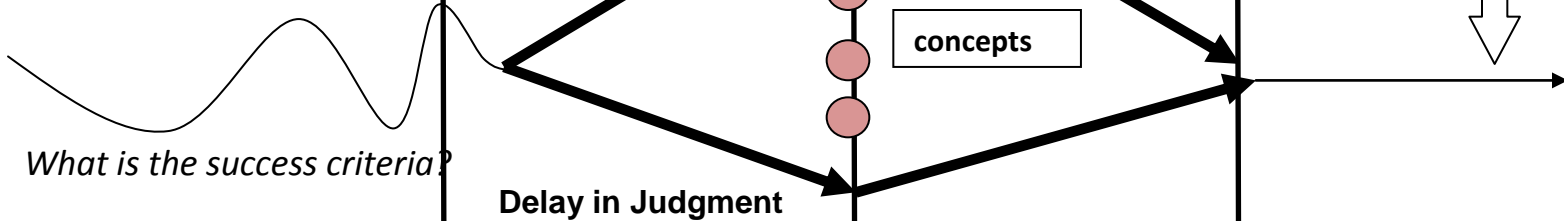


Design Flow Map

Defining the Problem
& the Design Challenge



Priming	Generative	Convergent	Defining
Story Mapping	Brain Writing	Discussion of Pro/Con	Gallery Sketches
Needs	Morphological Analysis	Shaping	Modeling/Building
Problem Framing	Shaping	Requirements	Posters
Values	Brain Storming	Decision Matrix	Presentation
Constraints (science)	Scamper	Add "Math" connection	
Others , 5 Why	→		Success Criteria judgment

Listen to the needs and values of the characters in the story

1. Generate raw ideas for a given challenge
2. Select an idea that is particularly interesting
3. Identify the requirements for that concept
4. Come up with multiple solutions that meet the requirements
5. Select a solution, based on the requirements

The need to be right all the time is the biggest bar there is to new ideas