

# **Design Thinking Process**

**Innovation & Design  
at St. Martin's Episcopal School**

**GATHER**

WHAT DO WE NEED TO KNOW?

**FOCUS**

WHAT IS THE NEED WE WANT TO ADDRESS?

**IMAGINE**

WHAT ARE THE POSSIBLE SOLUTIONS?

**PROTOTYPE**

HOW DO WE DEVELOP & TEST OUR IDEAS?

**BUILD**

HOW DO WE BRING OUR IDEA TO LIFE?

**DELIVER**

HOW DO WE SHARE OUR IDEA WITH THE COMMUNITY?

# GATHER

## WHAT DO WE NEED TO KNOW?

At the beginning of every project, it is crucial to gather meaningful information that can inform the design process. During this step, push yourself and others to be open-minded, consider the context of the problem, and uncover hidden needs and insights.

empathize  
ask & listen  
observe  
collect  
investigate  
understand

# FOCUS

WHAT IS THE NEED WE WANT TO ADDRESS?

Once we have gathered information and shared with one another, it is important to step back and look at it all critically. Our goal in this step is to hone in on what the real issue/need is so we can begin to develop ideas that are focused and purposeful.

capture  
organize  
interpret  
identify  
relate  
reframe

# IMAGINE

## WHAT ARE THE POSSIBLE SOLUTIONS?

With a redefined problem, it is time to generate ideas that will address the identified need. This step is all about producing as many ideas as possible, regardless of how wild they may seem. After all, we want to come up with new ways to solve problems, not just make old ideas better.

brainstorm  
illustrate  
diagram  
integrate  
categorize  
select

# PROTOTYPE

HOW DO WE DEVELOP & TEST OUR IDEAS?

[ In order to push our ideas forward, we have to transform them from words on a piece of paper to something we can test. DO NOT get caught up on this step. Prototyping should be quick and dirty and should match the level of thinking. Make. Test. Remake. ]

create  
simulate  
storyboard  
test  
revise  
critique

# BUILD

HOW DO WE BRING OUR IDEA TO LIFE?

Using what we have learned through prototyping, we can begin to bring our idea to life by diving into the details of aesthetics, functionality, and construction. It is ok to modify the work during this step, but unlike prototyping, we want to push towards a finished product.

plan  
fabricate  
develop  
refine  
realize  
execute

# DELIVER

HOW DO WE SHARE OUR IDEA WITH THE COMMUNITY?

[ With the final touches being applied to the project, it is time to start to think of how to share the work with the community. This is perhaps the most important part of any project; reminding us to hold ourselves accountable to our community and allowing us to get a glimpse at the impact of our work. ]

present  
engage  
share  
implement  
celebrate  
empower