



# DESIGN THINKING JAM

Poznań University of Technology

Poznań, 02.09.2024

# Design Thinking Institute

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Since 2012, we have been working with the design thinking method and implementation in organizations.

**1600**

graduates of  
Design Thinking  
Moderator Course

**300**

Design Thinking Jam  
workshops

**30**

companies with full  
design thinking  
implementation

## Our clients



# Hello!



**Sara Kapela**

Director of projects implementation

- process and service designer
- facilitates design thinking workshops
- cooperates with business and public administration, e.g. PwC, Otomoto, Swiss Krono, T-mobile, IKEA, Kielce City Hall, GovTech and Gov\_lab Inno Lab
- creates new tools and programs for innovation management



**Ania Andrychowska**

Design Thinking Moderator

- trainer and educator in Central Technology Hub in Warsaw
- design scripts and tools for tech education
- facilitates design thinking and STEAM workshops
- implements educational projects, e.g. Google, Warsaw Stock Exchange, Allegro, Warsaw City Hall

# Schedule

11:00 - 14:00 Module I + coffee break

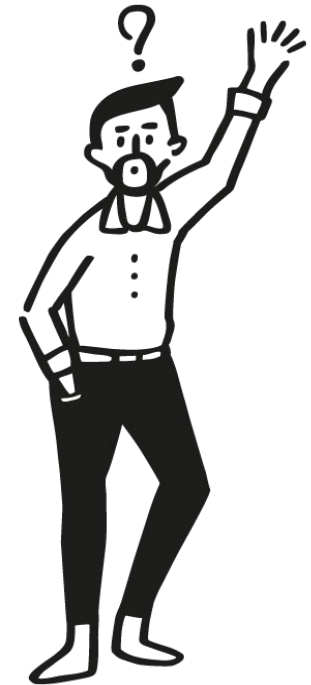
*14:00 - 15:00 lunch break*

15:00 - 18:00 Module II + coffee break



## How we will work?

- **workshops goals:** get inspiration to how use needs of users in different projects & experience design thinking in practise
- feel free to ask questions about exercises, what is the task, what to do
- summary with Q&A at the end
- we will be working whole day in teams of 6 people

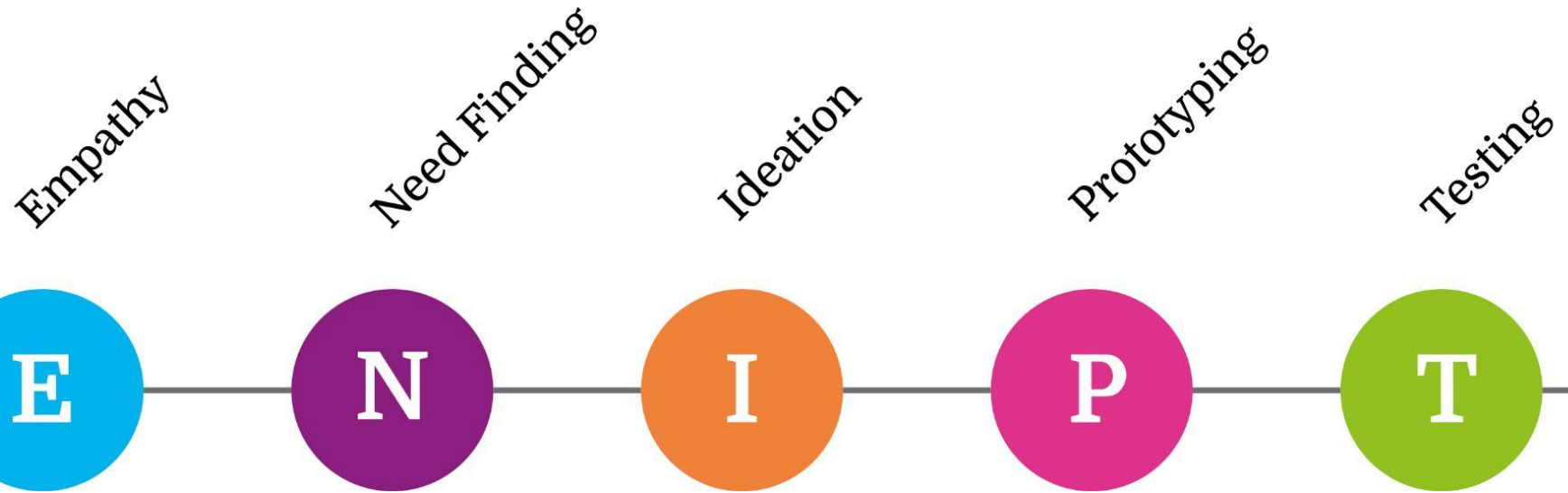


# **Design Thinking** method of solving needs-based problems

- established at the junction of the design and IT
- FRAMEWORK + MINDSET
- focused on finding innovative solutions



# Design Thinking Process



## Case study – 25\$ incubator

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## Case study – 25\$ incubator

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# Our challenge

## Cities of the future

**small or big cities, 1000 or 1 mln people is ok**

# How to combine design thinking and technology?

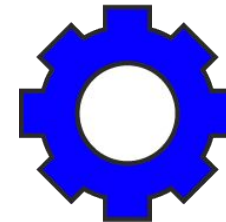
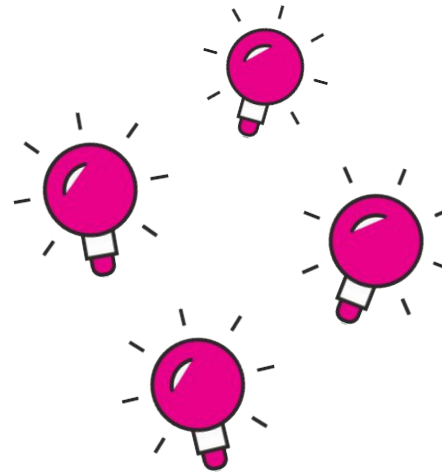




**problem**



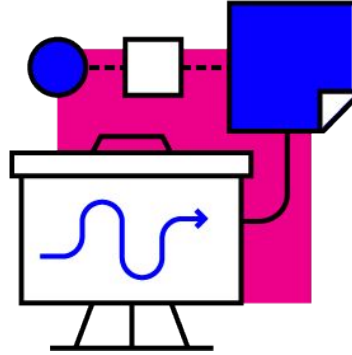
**user needs**



**a LOT of  
ideas  
+  
technology**



**solution**



# **Inspirations**

## **innovations can be simple**

## Inspiration no 1 - New/old connections - children read to seniors





## Inspiration no 2 - Small steps for bigger issues of not cutting grass in the city - chessboard lawn





## Inspiration no 3 - Keep it fun! Library and lawn near seashore





## Inspiration no 4 - Transportation, simple improvements



# Let's create teams!



# Poznań - what to eat? where to go?

1. great place to eat
2. great vegan place
3. sightseeing walk
4. cool spot!  
(not food related ;)





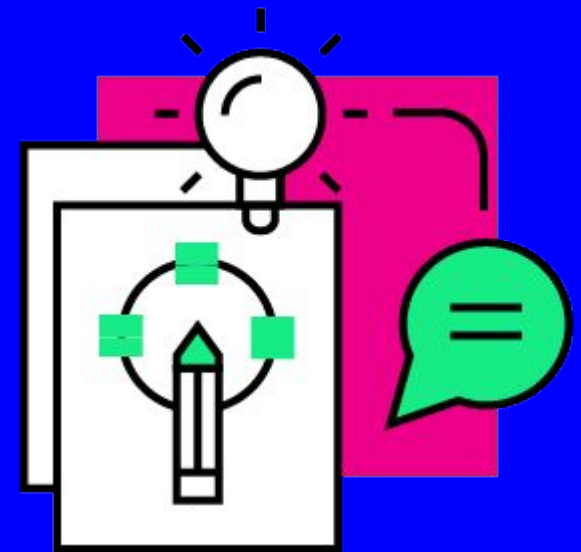
# Let's start our journey with design thinking!



# Topics to choose from

- 1. relations, generations**
- 2. green solutions**
- 3. keep it fun - recreation**
- 4. commuting, transportation**

# EMPATHY



# Empathy

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- get to know the user's world
- we do not judge
- do not overanalyze
- what brings joy and what frustrates user?

**Goal:** "to step into the user's shoes,  
look at the challenge through his eyes "



# Empathy

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## Task:

Make a list of the questions for the interview (about 10-15).  
Arrange the questions in the order to be asked.

**Time:** 10 min

**Goal:** "to get into the user's shoes /  
look at the challenge through his eyes "





# Empathy

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**Try this some of this questions for a good start and more yours:**

- 1. What places in the city do you enjoy and why?**
- 2. Imagine you have and hour to relax after work in the city centre - what do you do? Why?**
- 3. What feelings do you associate with being the city center, in the park, at a cool new bar/restaurant?**
- 4. How do you plan your time with other people in the city? And with whom, family, friends?**

# NEED FINDING



# Needs diagnosis

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- we bring out the individual needs of the user
- specific user's need, not ours
- follow the quotes from the interviews

## Needs selection criteria:

- specific
- inspiring for you
- combined with a workshop challenge

## Goal:

define 1 specific need that you want to work with further



## Specific challenge - “How might we...” tool

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### Task:

Write the challenge using this formula:

**How might we help (user) (selected need)  
so that (metaphor/analogy/users insight)?**

Time: 10 min



## Specific challenge - “How might we...” tool

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How might we questions examples

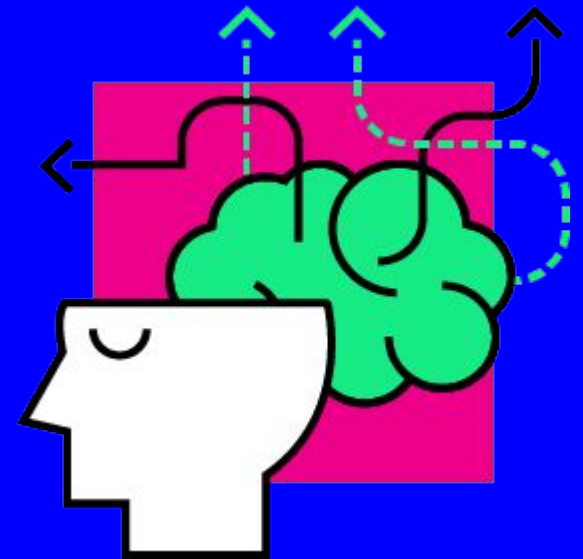
How might we help Basia to take care of her body and mind so that she feels like the queen of her studio apartment?



How might we help Marek feel so cosy & comfortable at the restaurant like Winnie the Pooh eating honey?



# IDEATION

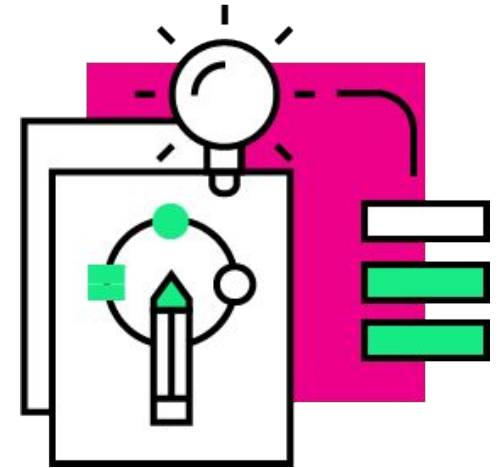


## Let's brainstorm!

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- go for quantity
- write down all ideas → 1 post-it = 1 idea
- specific solutions
- address the challenge
- do not criticize
- one conversation at a time
- build on associations
- we encourage crazy ideas!

**Goal:** as many ideas as possible



# Ideas selection

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## Task:

Choose 2 ideas for further work

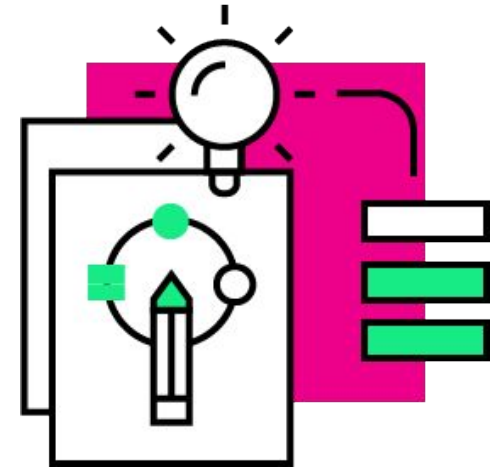
## How?

step 1: Two dots method

step 2: Discuss and choose two ideas per team

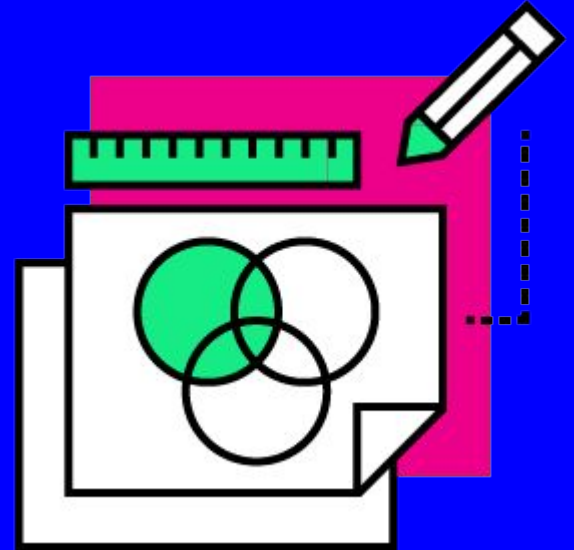
## Criteria:

- new ideas
- not ordinary, innovative
- AI related





# PROTOTYPING & TESTING



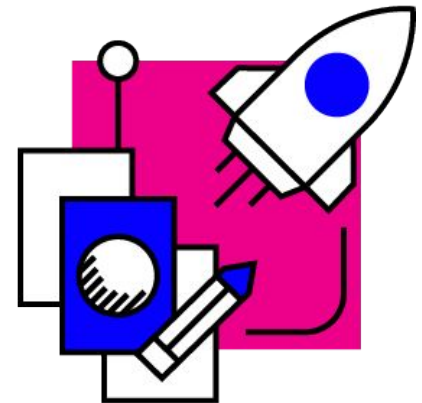
# Prototyping - introduction

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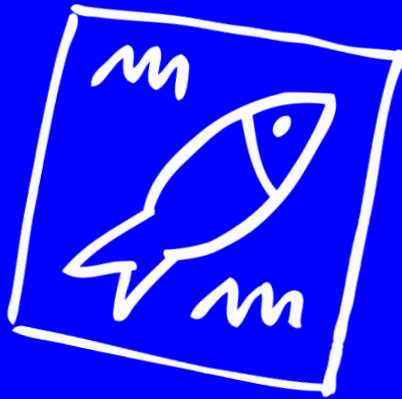
- The question at this stage is: **How the user will interact with the prototype?**
- Let the idea speak for itself!
- Best prototypes are fast and simple
- Types of prototypes - mixing desirable!

## Goal:

develop ideas selected during the selection,  
check their potential



**Lunch Break 14:00 - 15:00**



# Testing

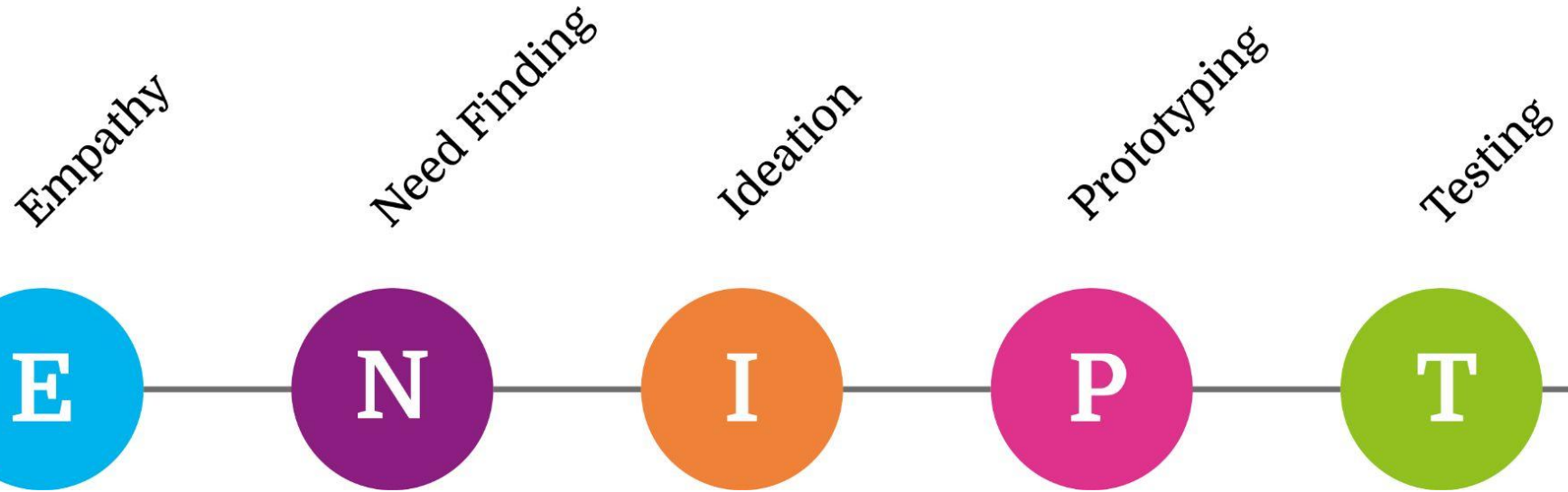
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- don't defend your ideas
- do not analyze the feedback, just listen carefully
- write down all comments!
- improve after the testing session

**Goal:** develop the idea, make it better



## Design Thinking Process - retrospective



# Design Thinking Jam - summary

**What happened? What's behind us?**



**How can I use design thinking to discover new ideas, to research, to combine AI and my field and user needs?**

**Thank you and good luck**



**Thank you**