

Rapid Ideation and Creative Problem Solving

Introduction

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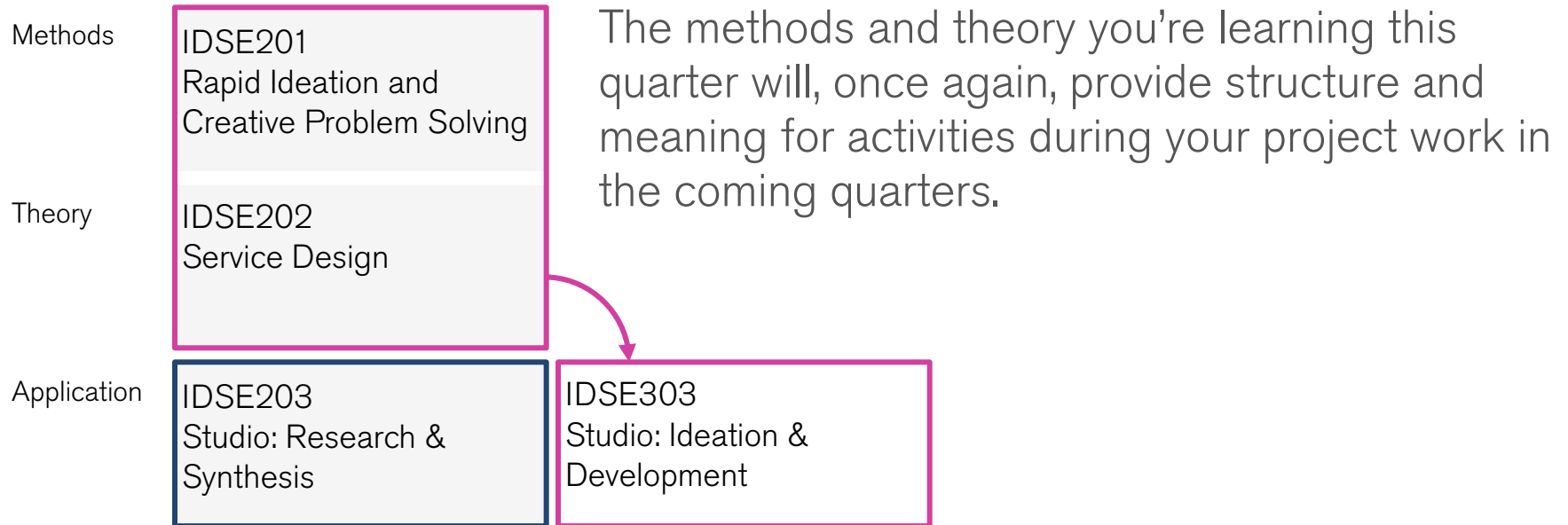


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Overview

This course teaches methods of creative problem solving and ideation, including sketching, drawing, diagramming, and the underlying approaches of abductive thinking and divergent thinking. Students learn how to quickly visualize ideas, iterating through variations, and allowing an idea to evolve quickly and effectively.

How this class fits



Goals & Outcomes

As a result of taking this class, you will:

- Be able to quickly visualize ideas, using hand-drawn interface sketches and digitally enhanced schematics (such as wireframes or flows)
- Be able to model complicated systems and services through the use of diagrams
- Understand how to communicate through sketching, both in a formal capacity as well as in a real-time, facilitation style

Setting Project Scope

We'll learn and focus on:

- Defining primary and secondary users for your product
- Creating use case diagrams, showing overall system functionality
- Creating use cases - verbal vignettes describing key system functionality

Sketching Over Time

We've discussed the value of narrative and storytelling.

Summarize the reasons a time-based sketch is important.

Sketching Over Time

We'll use sketching over time to:

1. Describe complicated interactions
2. Illustrate how a user or business gains value through repeated interactions
3. Describe handoffs between people, organizations, and technologies

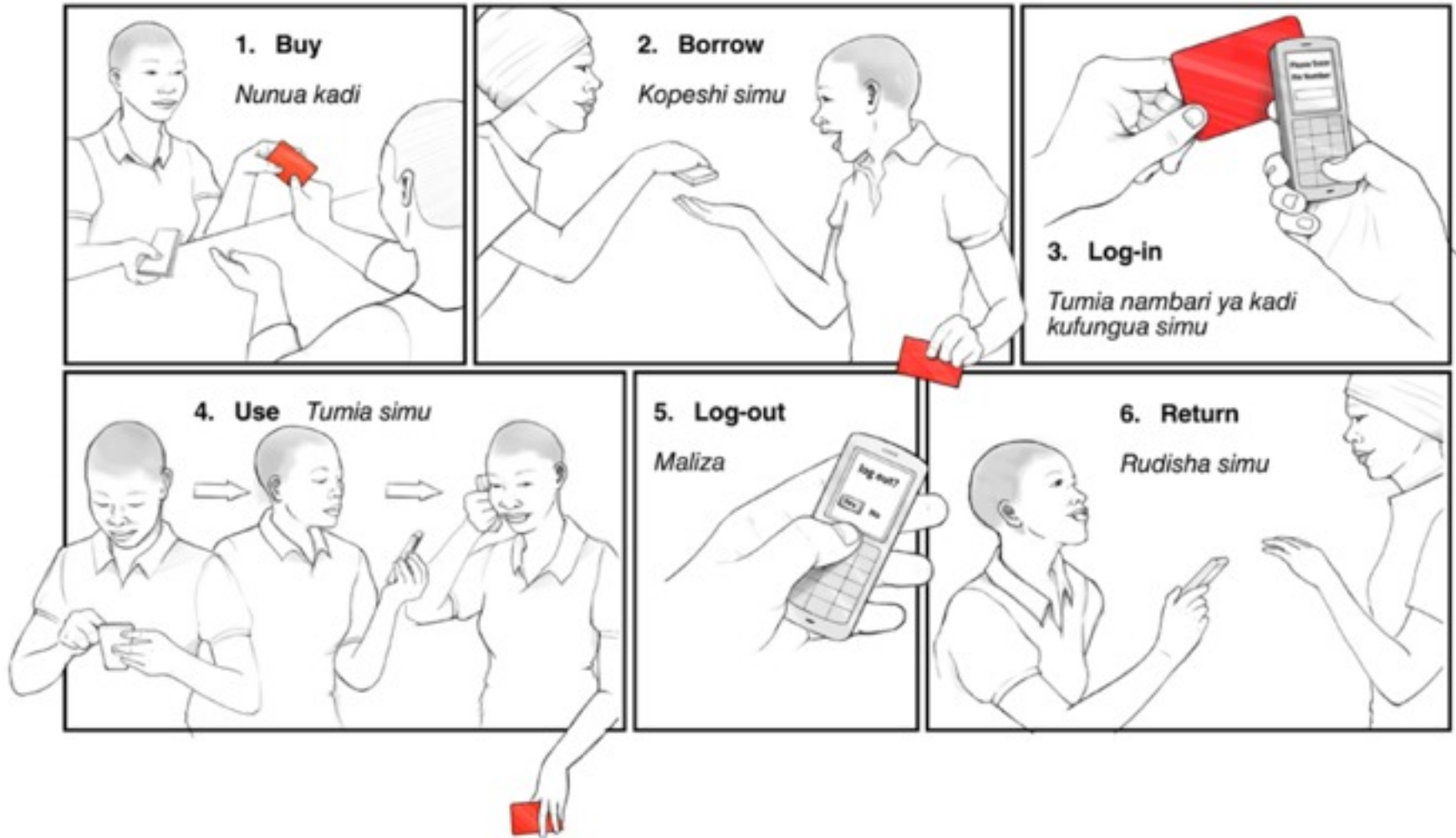
Sketching Over Time

Specifically, we'll learn methods and techniques for:

- Storyboarding environments and people interacting
- Showing a flow through an interface at a high level
- Telling the story of how a particular design solves a problem or adds value in a given situation

MXShare Testing Assets: Concept Storyboard

Used by the frog research team to explain the concept to users
Ideally used by the Movirtu small business owner to explain the concept to customers.



Wireframing & Low-Fidelity Prototyping

We'll use wireframing & prototyping to:

1. Provide baselines for iteration and refinement
2. Create artifacts of our product that clearly communicate intent and thoroughness
3. Create a means of evaluating, testing and experiencing our product over time

Wireframing & Low-Fidelity Prototyping

Specifically, we'll learn methods and techniques for:

- Visualizing use cases in their final platform or medium
- Developing interaction models and defining high-level rules around a system
- Communicating individual screens in a sketch-like, yet descriptive manner to elicit stakeholder feedback

Wireframing, By Hand

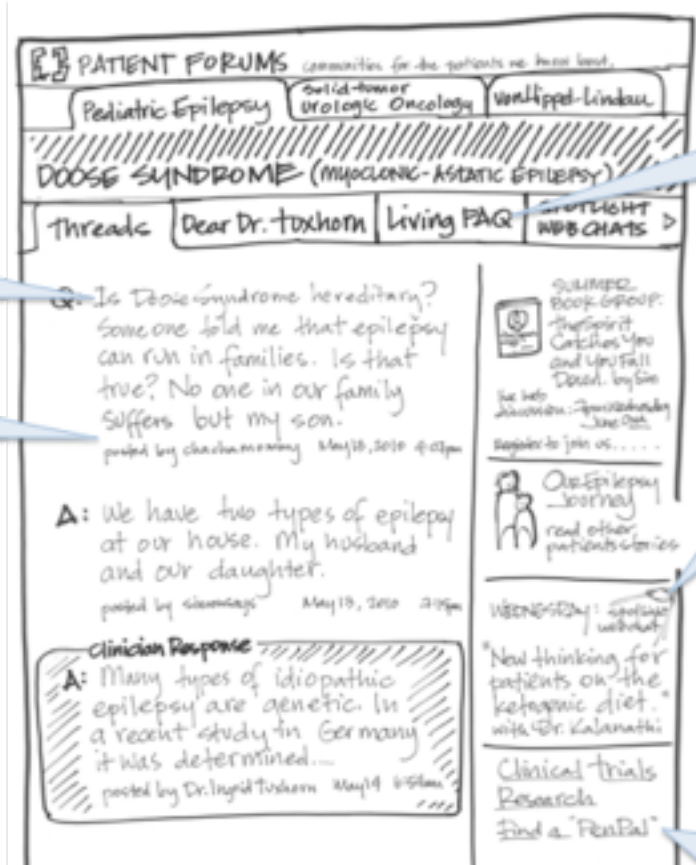
Forums are searchable.

Anonymity is recommended since forums are public.

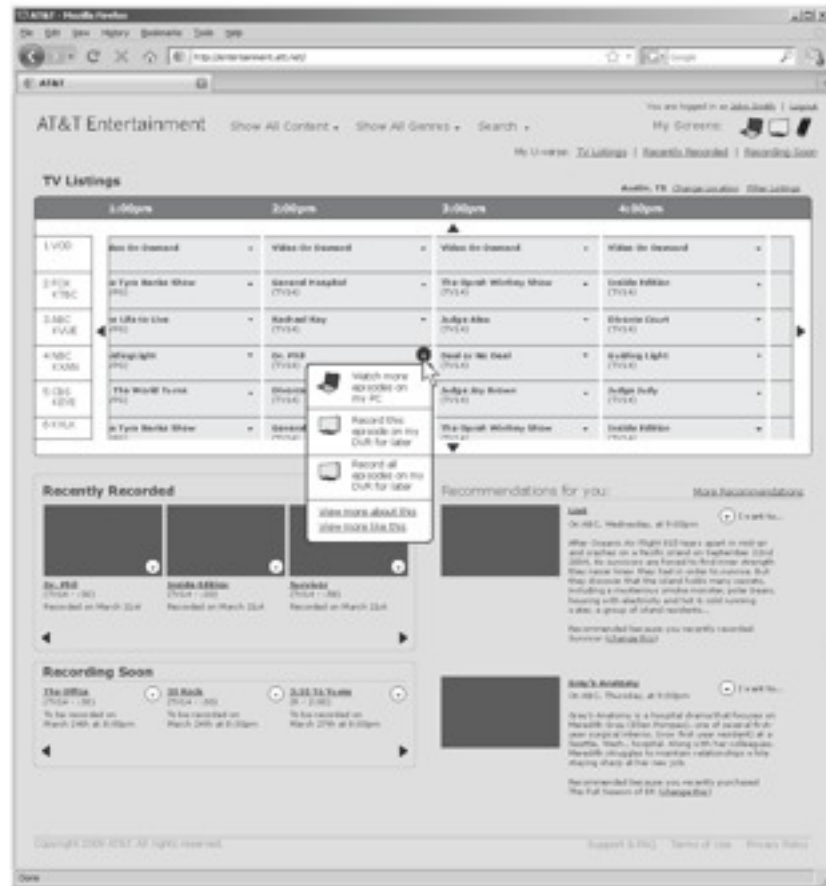
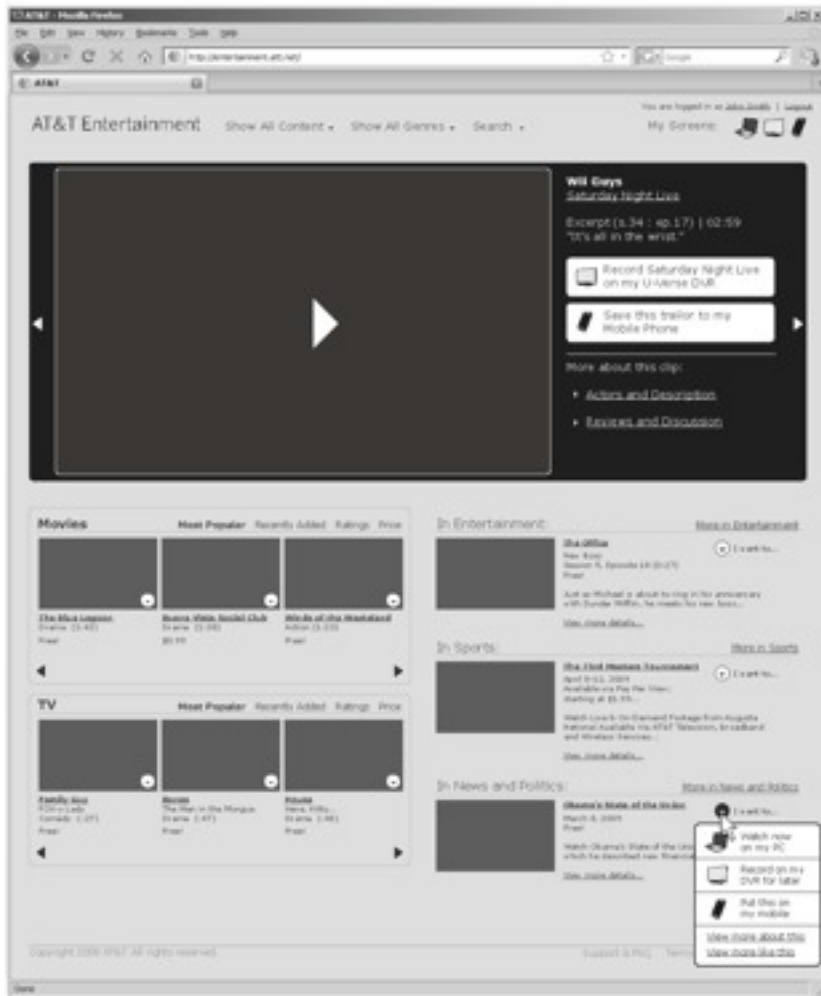
Living FAQ provides a way of voting questions up and getting them answered by experts.

Groups of patients can request a "spotlight" web chat with a doctor on a specific topic.

Find a PenPal is a way of extending Cleveland Clinic's existing Buddy Program, and connect patients one to one with someone who shares their needs or interests.



Wireframing, In Detail



We'll build on what you've already learned.

Methods	IDSE 101 Interaction Design Research and Synthesis	IDSE201 Rapid Ideation and Creative Problem Solving
Theory	IDSE 102 Interaction Design, Society and the Public	IDSE202 Service Design
Application	IDSE 103 Studio: Foundation	IDSE203 Studio: Research & Synthesis

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