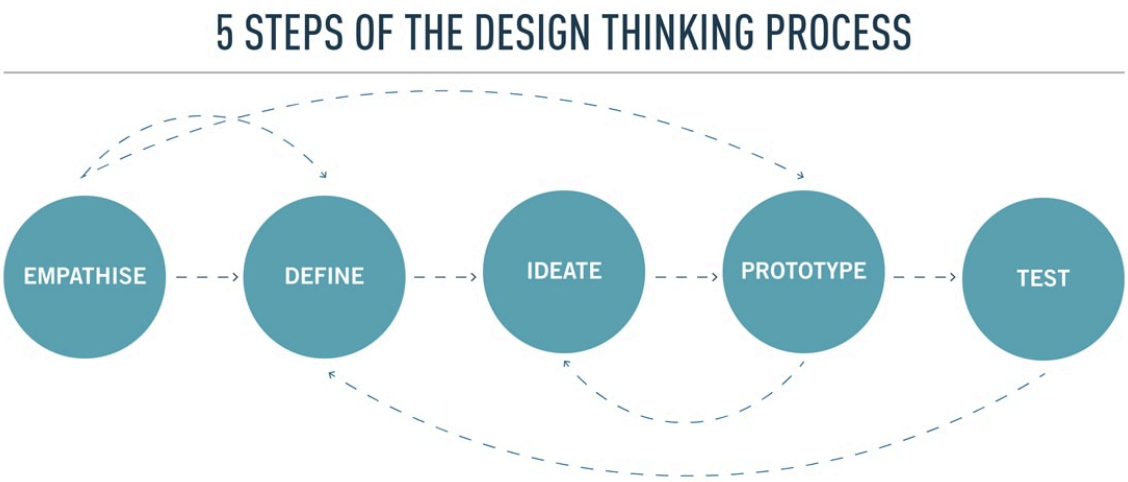

1. What product are you redesigning?

2. Create a brainstorming page to define the problem. You can use mind mapping, lists, sketches, or a jamboard. **Use a FULL 15 minutes to complete this step.**

3. Now it is time to start coming up with solutions! This will be another brainstorming activity. Don't limit yourself to what you know you can do. Right now we are just looking for IDEAS. You might find an idea that we don't have the technology to create yet, and that is ok! **Use another full 15 minutes for this step then narrow down your ideas to a few that you would like to explore further.**

4. Prototyping sounds difficult since you aren't at school. You can make paper models, sketches, digital drawings, storyboards that use stick figures using your new product and probably some other things that I haven't thought of yet! Document your ideas! Take pictures!

HOMEWORK: DUE 3/8 before class. Submit on Canvas.

5. For testing, you are going to share your product improvement with a friend or family member. Ask them what problems they have with the original product. What do they think could be improved? Show them your ideas and ask for feedback. What do they like about your new product? What could be better?