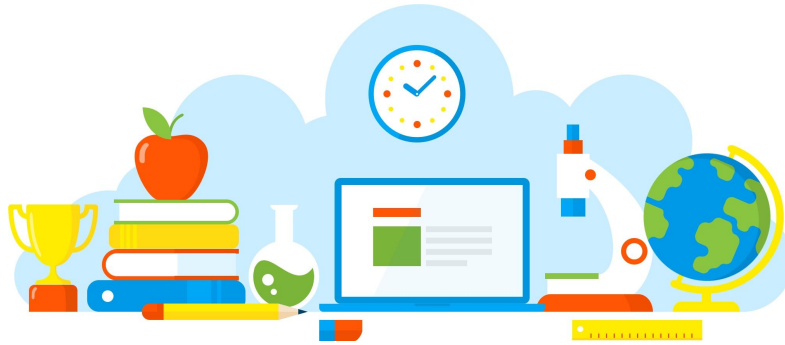




Design Thinking Vocabulary

- **Design Thinking:** *a process that is applied to solve problems that impact others*
- **Designers:** *one who applies the Design Thinking process to solve a problem that impacts others*
- **Empathy:** *getting to know others and understanding why they do and act like they do (empathize); first stage in the Design Thinking process*
- **Define/Identify:** *the second stage in Design Thinking where the designers identifies the problem or challenge to be solved after taking time to observe and empathizing*
- **Ideate:** *the third stage in Design Thinking that involves generating ideas and possibilities to address the earlier need or problem to be solved. Any idea or possibility is valuable and worth considerable. (ideating)*
- **Prototype:** *the fourth stage in Design Thinking that involves creating a possible solution to the problem. There can be many different prototypes. If multiple prototypes are developed, tested, and remade, the process is called iterative. Iterative means a process is repeated over and over.*
- **Test:** *the final stage in Design Thinking where a prototype is tested to see if it solves the problem. Feedback is often collected and used to redesign if necessary.*
- **Feedback:** *reactions from others to an idea, creation, or suggestion. Feedback is used to make something better than it was originally.*

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