

Design Criteria

This exercise will help explicitly state criteria that will inform the design in every iteration

MINDSETS: Iterate, Iterate, Iterate, Creative Confidence, Learn from Failure



ACTIVITY:

- Using a board or flip chart, create three sections, one for each of the following: (1) Design Principles, (2) Design Features, (3) Design Constraints
- Design Principles: have the team brainstorm overarching principles/concepts that will guide the design
- Design Features: from the insights and design principles, the team begins to identify features that should show up in the design
- Design Constraints: individually on post-its, have team members brainstorm different constraints to their design challenge. Cluster like ideas and create themes

HELPFUL HINTS:

- Example:
 - *Design principle*: Encouraging students to take pride in their work
 - *Design feature*: Having a place to showcase student work
 - *Design constraint*: Area in school limited to either classroom or hallway
- This exercise can be used a variety of ways to help organize thinking before brainstorming solutions or prototyping.
- Design constraints are a bit tricky to use because it can have a dampening effect on wild ideas. Use this if your team is comfortable thinking more expansively and can think about design constraints as something to be solved for, instead of something to hold the solutions back.

DESIGN CRITERIA IN ACTION: TBD

DESIGN CRITERIA WORKSHEET

DESIGN PRINCIPLES: *what are the overarching principles/concepts that will guide the design?*

DESIGN FEATURES: *what are the features that need to show up in the design?*

DESIGN CONSTRAINTS: *what constraints affect the design, i.e. parameters to design within or barriers to design around?*