**The Design Process - Lesson 4**

Name(s)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Period \_\_\_\_\_\_ Date \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  | **Activity Guide - User Centered Design (Try & Reflect)** |  |
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# Try

## Overview

Imagine you are part of a team of engineers for a smart clothing company - you can create & design any kind of smart clothing you can imagine. In the guide below, you should design a product to meet the needs of your group’s user. Each person on the team should have a role:

**Scribe**: Write a description of what your product is and how it addresses your user’s needs.

**Artist:** Draw your group’s product in the space below or on the provided chart paper.

**Timekeeper**: Watch the time and make sure you group finishes on time. Share out how much time is remaining as the group progresses.

**Presenter:** Be prepared to share your product with other groups using the prompts on the second page of this activity guide

## Describe Your Product

In the space below write a short description of your product and **how it meets the needs of your user.**

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## Draw Your Product

In the space below **draw a picture of the piece of smart clothing** you want to create. Label the different components you will be adding to the clothing.

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# Reflect

You will be sharing out your smart clothing design with others in the class and reflecting on how well the product meets the needs of your user

## Preparing to Share Out

Answer the following questions in the space below:

Who is your user and what is the specific need you identified?

What are the features of the product you designed?

How do these features address the needs of your user?

What is one feature you might like for yourself but decided NOT to include for your user?

What is one feature you might dislike for yourself, but you included because it meets the needs of your user?