

[CHD] Smithsonian Design Museum Cooper Hewitt, Cooper Hewitt Design Process
[Η Διαδικασία του Σχεδιασμού σύμφωνα με το Smithsonian Design Museum Cooper Hewitt]
Cooper Hewitt Design Process
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DEFINING PROBLEMS

Designers often begin defining the problem by mapping out any constraints or needs of the user and asking "how might we?" questions. Designers may also start to gather and analyze information through interviewing, observing and documenting.

GETTING IDEAS

There are many ways to get ideas and brainstorm, including making lists, creating mash-ups, and looking at similar design solutions. Encourage wild ideas, defer judgment and go for quantity while brainstorming.

PROTOTYPING + MAKING

Prototypes allow designers to bring their ideas to life, share their designs with others, and see what works. Prototypes do not have to be miniature models of something, they can also be sketches, skits demonstrating the user experience, diagrams, lesson plans, etc.

TESTING + EVALUATING

Designers test their prototypes with users and interview them about what works and what doesn't. They should be able to clearly explain the design challenge that inspired them and describe their design solution. After gathering feedback, they work on improving their prototype.