Mentor team overview

Design Daze
a DFarm Design-a-thon
Design Daze is a unique chance for kids to experience Design Thinking.

Thank you for volunteering!

The Design Farm exists to create educational, fun experiences for kids that let them express their creativity and learn the tools of design thinking.
Design thinking overview

Technology

Business

People
What do people want?

Needs
Motivations
Connections to others
A more detailed view of design

Understand
- Observe
- Synthesize

Create

Ideate

Prototype

Refine

Feedback from users

Deliver

There will be templates!
Design thinking highlights

Go find your users!

– Understand your user’s needs
– Develop empathy
Design thinking highlights

Prototyping

– Rough, rapid, right
– Test the experience, not the solution
Prototype Experiences

Right - rapid – rough
No emotional attachment
Fail early / succeed sooner
Check early assumptions
Generate user feedback
Iterate, Iterate, Iterate
Storyboards as prototypes
Prototype = Experiment

- A prototype is not the first version of the final solutions
- A prototype answers a question
- Help your team think of simple experiments
Design Thinking is a different mindset

Avoid jumping to solutions
– Explore many possibilities
– Try them out any way that you can

Don’t get technical on day 1
– Following an impossible idea may inspire new possible solutions
Logistics

Who, where:
- 50 students
- 10-12 teams
- 1 dedicated mentor per team
- rest are circulating

Doodle: 5 mentoring periods, please sign up!
## Design Daze - Schedule

<table>
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<tr>
<th>Day</th>
<th>Time</th>
<th>Design process</th>
<th>Other activities</th>
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<tr>
<td>Friday 4.22</td>
<td>4pm-6pm</td>
<td>Form teams</td>
<td>Overview</td>
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<td>Select challenges</td>
<td>Dinner</td>
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<tr>
<td>Saturday 4.23</td>
<td>9am-6pm</td>
<td>Understand</td>
<td>Light breakfast</td>
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<td>Think broadly</td>
<td>Guest speaker</td>
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<td></td>
<td>Create prototypes</td>
<td>Lunch</td>
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<td></td>
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<td>Refine ideas</td>
<td>Expert panel</td>
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<tr>
<td>Sunday 4.24</td>
<td>10am-5pm</td>
<td>Continue prototyping</td>
<td>Lunch</td>
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<td></td>
<td></td>
<td>Tell the story</td>
<td>Judging</td>
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<td></td>
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<td>Guest speaker</td>
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Next steps

• Participate in Doodle for scheduling
• Select challenges from the Design Daze site
  • If you choose a challenge and would like materials, let Christine know (christine@thedfarm.org)
  • Up to $100 per project
• Q&A
Team Maui

stuff'd

Lauren, Sofia, Talia, Chloe
Need statements

V.1: We need a way to educate teenagers about the importance of eating breakfast in order for them to live a healthier lifestyle.

V.2: We need a way to inspire teenagers to eat nutritious meals in order for them to obtain a healthy lifestyle.
Solutions

1. Healthy vending machines at school
2. Healthy food trucks at school
3. Healthy mobile food carts at school
Design Process

This is our prototype!

Features of Food Cart
- Awning to make shade
- Wheels for easy transport
- Equipped with a refrigerator and a toaster oven

We made lots of need statements before we decided!

Brainstorming!

Don’t forget to take a look at our brainstorming posters on the back wall!
Concept

Food Carts
Focused on closed campus schools
Offers healthy, appealing, convenient, affordable, options
Partners with different restaurants
Next Questions/Future Work

Top three questions we need to answer next:
1. Which schools would be part of our program?
2. Where would we purchase the food/ingredients?
3. How would we find staffing (or get students) to work at the carts?
Thank you for listening!

Questions?