Bring ideas to life

I express my thoughts and ideas clearly and bring them to life so that other people understand them well. I show them. I use tools such as stories, drawings, models and prototypes.
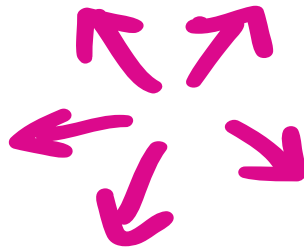
EXPRESS

I make my ideas and thoughts visible for myself and others.

DEVELOP

I make ideas as concrete as necessary in order to share them and make decisions.

MODEL

I use various ways to show my ideas and thoughts. I use stories, drawings and prototypes. I learn how to improve these skills.

Think in all directions

I come up with many, diverse and original ideas. I combine, make links and imagine. I seek inspiration in unusual places and look at problems from different points of view. I do not say "that's not possible".

Think in all directions

MANY

I come up with as many ideas and solutions as possible.

DIVERSE

I think from different viewpoints and try out various directions.

NEW COMBINATIONS

I make links between ideas.
I create new and unusual combinations.

Develop empathy

I share understanding and feelings with the users who are experiencing the problem. I find out about the users and focus on the user's wishes and needs.

Develop empathy

EXPERIENCE

I identify with the problem, trying to imagine what it is like to experience this problem.

TARGET GROUP

I research the user and the context of the problem. I talk to users.

ACTIVE

I involve users and other people affected by the solution in my design process and actively seek input and feedback.

Decide on your direction

I organise my ideas and thoughts to create a picture of my whole project. I form an opinion about the most important parts of the design problem and the possible solutions. I determine my own plan of action.
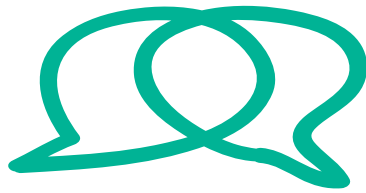
Decide on your direction

VALIDATE

I form my own opinions and use my opinion to take decisions in my design project.

OVERVIEW

I organise all the generated ideas and information collected to make it clear for myself and for other people and use this overview to make decisions.

FOCUS

I see what's most important. This helps me define my plan of action.

Share ideas

I show my ideas and I am positive about ideas from other people.
I cooperate with class mates and with people who are involved in the problem (stakeholders). Together we can make ideas better.

Share ideas

LETTING GO

I show and clarify my ideas. Other people may use them. I am able to let go of my ideas if necessary.

TOGETHER

I am positive about ideas from other people. I can build upon the work of other people. Together we can make ideas better.

OUTWARD

I ask for ideas and support from various people. I make others enthusiastic about an idea.

Make productive mistakes

I try out my ideas and solutions as soon as possible. I try to focus on what's NOT working yet, to learn from. I use this to improve my ideas.

Make productive mistakes

TRY OUT

I try out as many things as quickly as possible. I deliberately look for mistakes and things that don't work yet.

LEARN FROM MISTAKES

I recognise what's not working yet and I discover why. I'm using this to improve my ideas.

DEAL WITH FRUSTRATION

I learn to deal with uncertainty and frustration. I persist, I don't give up.

Make use of the process

I switch between different ways of thinking within design processes. I generate lots of ideas and choose from them. I have my own opinion and I collaborate with others. I focus on details without losing sight of my whole project.

Make use of the process

PROCESS KNOWLEDGE

I understand the processes of designing and the different techniques. I use these in appropriate ways.

REFLECTION

I reflect on my design processes and use feedback for improvement.

SELF KNOWLEDGE

I discover and develop my own skills. I choose and use a design approach that works well for me and my project.