The design thinking process

1. Empathise
   Develop a deep understanding of the challenge

2. Define
   Clearly articulate the problem you want to solve

3. Ideate
   Brainstorm potential solutions
   Select and develop your solution

4. Prototype
   Design a prototype (or series of prototypes) to test all or part of your solution

5. Test
   Engage in a continuous short-cycle innovation process to continually improve your design
Empathise – think as a learner and a teacher
How would it feel to be in this space? Why?
How might this space influence engagement?
How would you like learners and teachers to feel in this space?
What are the core problems / challenges in this space?

Define – identify your desired learning
Determine a driving question that outlines your goal and purpose.
Identify the elements that are currently stopping you from achieving your desired goal.

Ideate – generate your ideas
Investigate how technology, space and furniture can assist you to overcome challenges.
Create a list of things you can discard, must keep or could transform to enhance your space.

Prototype – storyboard
Sketch out potential layouts for your space. Keep in mind aspects of flexibility as students and furniture move throughout the space and identify different Learning Modes that may be employed.
Identify what you need to do to start changing learning spaces. Make an incremental plan to outline your steps.

Test – evaluation plan
Determine the evidence you will collect to help evaluate the impact of space.
Outline how often, how much and who will be responsible for the collection and evaluation of this data.