DESIGN

Thinking

1 Empathize

Understand how the people you are designing for feel. It involves putting yourself in their shoes and trying to understand their needs, feelings, and experiences. Talk to them, observe them, or even ask them questions to gather information and gain insights.

2 Define

Take the information you gathered during the empathize phase and use it to define the problem or challenge you want to solve. You clarify and narrow down the focus by clearly stating what you want to achieve and who you are designing for

3 Ideate

This step is about generating lots of ideas. Brainstorm and come up with as many creative and innovative solutions as possible, without worrying about whether they are good or feasible at this stage. You can use different techniques like mind mapping, sketching, or even acting out ideas.

4 Prototype

Once you have some ideas, you move on to creating prototypes. A prototype is a simple, scaled-down version or representation of your idea. It can be a physical model, a drawing, or even a role-play. Prototyping allows you to test and refine your ideas, see what works and what doesn't, and gather feedback.
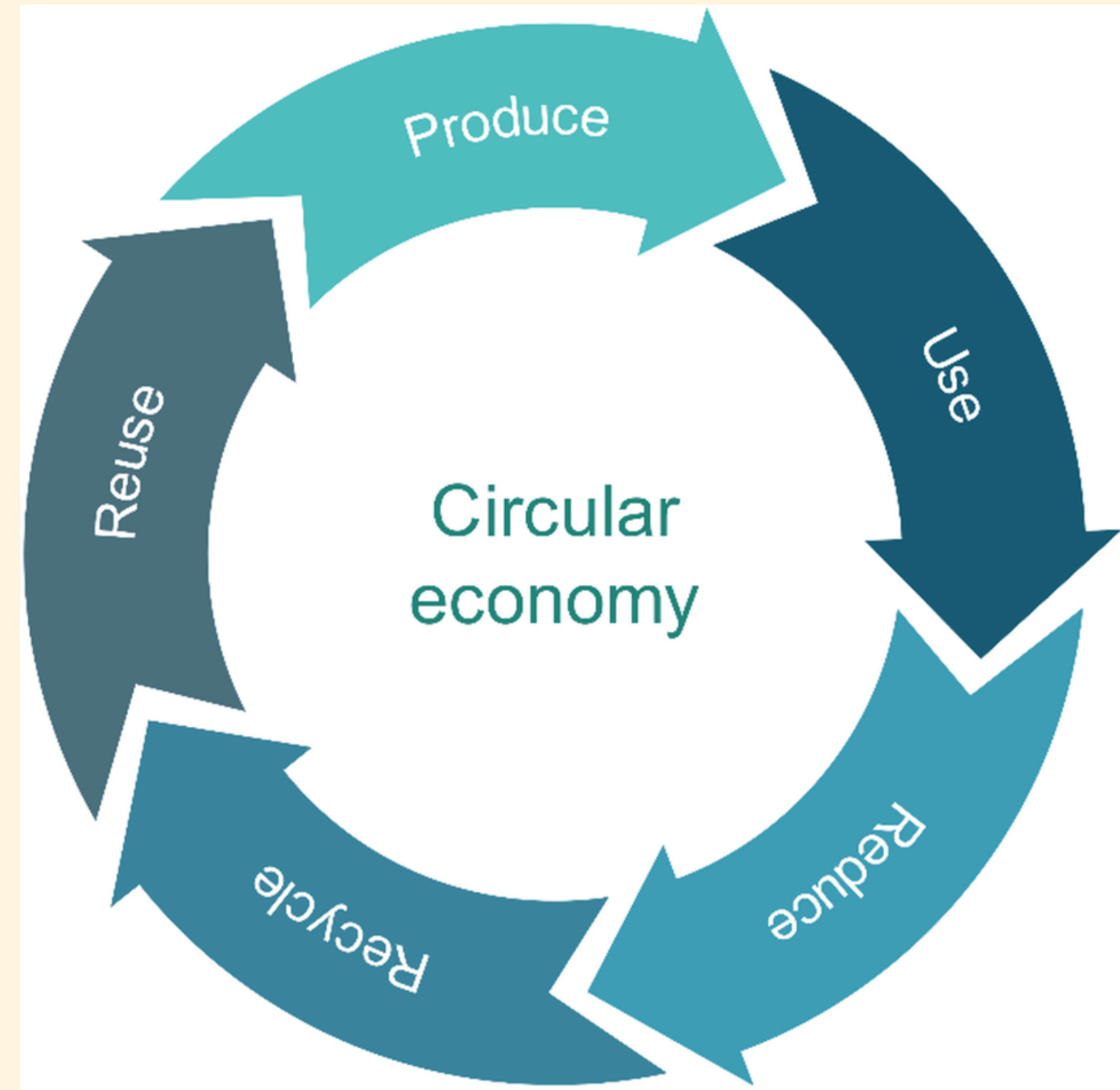
When choosing materials think about the Circular Economy Model

How can we use materials in a way that helps reduce waste and protect the environment?

How can we design products that can be easily repaired, reused, or recycled?

The circular economy model:
less raw material, less waste, fewer emissions

Raw materials
Sustainable design
Production
Waste management
Residual waste
CIRCULAR ECONOMY
Distribution
Collection
Consumption Reuse Repair

Produce
Use
Reuse
Circular economy
Reduce
Recycle

Circular Economy and Sustainability