evaluate



goal: generate good concepts and ideas for supporting some of the project's design requirements

artifacts: ideas & sketches

1) select a design requirement

how might we address the challenge using the requirement? which questions would a user ask? revisit this worksheet for each important design requirement.

!! revisit this worksheet for all important design requirements for your project

3) sketch another idea

try another **sketch**, think of a new perspective, be different, do not build off of your previous sketch.

2) sketch first idea

show how to address this requirement using an **informal sketch** - focus on the big idea not the details.

4) sketch a final idea

think of a different abstraction. challenge constraints and assumptions to **draw** something new or surprising.

!! is three enough? not always. have other ideas? fill out another worksheet!

5) compare and relate your ideas

for each sketch, break apart **what works well (+)** and **what doesn't (-)** in the **table** below. make connections. reflect on best parts. can you **combine ideas**? review the table with a partner or group.

1				
	sketch #1	sketch #2	sketch #3	
!! combining ideas and sketches is not easy. sometimes it may				
open up new possibilities and ideas - guess what, ideate again!				\blacksquare