

Metro Minds STEAM Challenge

The design process

1

Empathise

- Conduct research, surveys and interviews
- Identify problems, needs and opportunities
- Understand the experiences and feelings of others

2

Define

- Identify a problem worth solving
- Compose a problem statement
- Write a driving question

3

Ideate

- Generate numerous ideas for potential solutions to the problem
- Judge each idea against criteria and constraints
- Select the idea most likely to succeed

4

Prototype

- Design a course of action
- Write a risk assessment
- Produce a prototype

5

Test

- Test the prototype on users
- Trial several iterations and make improvements
- Evaluate the solution against criteria for success

