

BUILDING A CANOE, PART II

Given the information you've gathered, would Hokule'a be big enough to carry your people and their belongings for a month? You are now going to design the ideal canoe for your group, using a process called "Design Thinking." You will be filling out evaluations of your efforts. Your final design and explanation will be worth 50 points.

Follow the steps listed below to arrive at your "destination":

Define

- What issue you are trying to resolve?
- Who are the users? What groups of people use the canoe and for what purposes? Fill out the "Needs to..." worksheet.
- What will make this project successful? Make a list of criteria by which you will decide if your group successfully completed the project. Make sure you save the list because we'll come back to it!

Research

- Review the history of the issue; remember any existing obstacles. Write down important ideas/facts.
- Review the information you got from the end-users (the crew), that gives you the most fruitful ideas for design.
- Identify the needs and motivations of your end-users, and areas of the canoe that might be redesigned to serve them. How will the crew function better?

Ideation

- Generate as many ideas as possible to serve the identified needs of your end-users on post-it notes. Stick them on the large paper. You may choose to fill in the following sentence: "How might we _____?" for each area of concern. Record your [brainstorming](#) session (save your post-it notes).
- Be specific about the issues you are discussing.
- With your issues, think of ways to correct them once they occur, but also think of why they exist in the first place. How could that issue have been prevented?
- *Do not judge or debate ideas.*
- *During brainstorming, have only one conversation at a time.*

Prototype

- Combine, expand, and refine ideas. Eliminate dead-end ideas.
- Plan your layout of the canoe and models of your innovations.
- Seek feedback.: present specific ideas to the client.
 - Focus on areas of concern
- *Reserve judgement and maintain neutrality.*
- Create designs for actual working prototypes of your innovations. Also, draw out the design for your canoe on a large sheet of paper.

Presentation

- Explain how your group approached each of the steps in the process. Explain your ideas and the thought behind them.
- Give a “tour” of your prototype to the class. What feedback did you get and how did it affect your design?
- Who are supporters and critics of the project? What feedback would they give you? How would you answer critics?

At the end of the design process, decide with your group whether you accomplished your goal. Why or why not?