

# Example of a Design Thinking Workshop with Dante St James

## 1. **Introduction and Warm-Up (25 minutes)**

- Welcome to Country and introductions
- Brief overview of the Design Thinking process
- Ice breaker activity: Quick creativity and team building exercise to promote open-mindedness

## 2. **Empathize: Understanding the User (25 minutes)**

- Introduction to user-centered design
- Activity: Create user personas
- Discussion: Challenges and needs of the target users

## 3. **Define: Problem Identification (25 minutes)**

- Introduction to problem framing
- Activity: Articulate user needs and problems using "How might we..." questions
- Discussion: Prioritising problems based on user needs

*Break (30 minutes)*

## 1. **Ideate: Brainstorming Solutions (20 minutes)**

- Introduction to brainstorming rules and idea generation techniques
- Activity: Brainstorming session
- Discussion: Sorting and voting on the best ideas

## 2. **Prototype: Bringing Ideas to Life (20 minutes)**

- Introduction to prototyping concepts
- Activity: Create low-fidelity prototypes using drawing, Lego modelling, etc
- Group Review: Sharing prototypes and discussing their functionality

## 3. **Test: Validating the Solution (20 minutes)**

- Introduction to testing methods and feedback gathering
- Activity: Role-playing testing scenarios
- Discussion: Interpreting feedback and potential improvements

## 4. **Wrap-Up and Next Steps (20 minutes)**

- Recap of the workshop and key learnings
- Discussion: How to implement Design Thinking in daily work
- Q&A session
- Closing remarks and workshop feedback