



# MAKER JOURNAL

Name: \_\_\_\_\_

Date: \_\_\_\_\_

## Phase 1: EMPATHY

Use the design thinking process to design a gift for your team. Interview your teammate or team members to discover a gift for them.

List some things that everyone on the team likes	List a few things that no one likes
Sunny days	Stinky feet

Create a list of criteria and constraints that your gift's design must adhere to by choosing the most important likes and dislikes from above

Criteria	Constraints
Must be useful on a sunny day	Must not smell like feet



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## Phase 2: DEFINE

Learn more about the skills you will need to solve the problem

**Ask questions about the gifts your team has enjoyed to discover what you will need in order to create a gift for the team.**

Question	Answer
Do you enjoy handmade or store bought gifts?	I enjoy handmade gifts because I feel like the person must have spent a lot of time thinking about me while they made it.

**Phase 3: Ideate** List all of the ideas you think will make a perfect gift for your teammate. Get creative, and don't throw out any idea just yet. Let's see how many ideas you can come up with! Don't forget to draw too.

**What gift can you create for your teammate?**

**Phase 4: Prototype** Choose an idea and build a prototype of the gift. Draw a picture of your prototype and explain your decision to create this gift.

**Gift Prototype#1:**

**Phase 5: Test** Show your gift to your teammates and explain your design. Collect data to determine if you need to create another iteration of your design

Prototype #	Description	Recipient's feedback
Example	Umbrella	I can't use this on a sunny day. Please try to think of something more useful on a sunny day.
1		
2		