

## Module 6 – How to develop your solution

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### Introduction

Second step of the design thinking is “IMAGINE”. In this module, you are expected to brainstorm a number of possible solution to the challenge you are addressing.

### Step 2 - IMAGINE

It’s time to imagine ways to address this challenge. These ideas don’t need to be completely realistic. Think Out-of-the box it can help bring out creative solutions.

Now, during the IMAGINE session, you will take all information you generated in the FEEL session and use the methods like Synthesis or Brainstorming to come up with a concrete idea.

You can start reframing your insights from the previous FEEL module by asking “How might we” questions.

“How Might We” questions are useful to turn challenges into opportunities for design.

Let's give it a try:

1. We assume you have already identified a problem area from the SDG goals that pose challenges to the people you're designing for.
2. Turn these into a design questions using 'How Might We...?' followed by an aspiration related to this theme. Using the example of SDG goal 11 which aims

at “End hunger, achieve food security and improved nutrition, and promote sustainable agriculture”.

Our specific challenge might be: 'Healthy food is hard to get.' In this case, our question for brainstorming might be 'How might we make it easy to get healthy food in low-income neighborhoods?'

'How Might We' (HMW) is intentionally positive. Notice we don't call them 'How Should We's' or 'How Must We's'. Focus on framing your question based on the positive change you wish for, rather than on what you want to avoid.

A good HMW is like a faucet. A question that is too narrow only allows for a few ideas to pour out. But one that is too broad will feel unmanageable, like you're trying to fill the ocean. Your HMW should spark a steady stream of at least 5-10 ideas almost immediately.

### **Brainstorming**

You can brainstorm as many possible ideas as possible for your SDG challenge.

In case you work as a group, narrow down and select the most promising ideas that you want to prototype for the rest of the Module.

Each teammate gets three stickers to vote. After writing down every wild idea on a post-it papers, put stickers on the ideas that you feel are most promising and innovative. This is an independent activity, so no need to discuss, and feel free to vote with your gut instinct.

When everyone in your group has voted, take a look at the idea or related set of ideas with the most energy and decide which 1-2 to take forward into prototyping.

### **Assignment**

You are expected to brainstorm a number of possible solution to the challenge you are addressing. Please roughly describe the solution you are proposing for your SDG challenge. Before doing that, please follow the guideline above including how might be questions and brainstorming.