

# *Green Your Room* or get out!

a GNRG rapid cycle design challenge ([www.greengineers.wikispaces.com](http://www.greengineers.wikispaces.com))

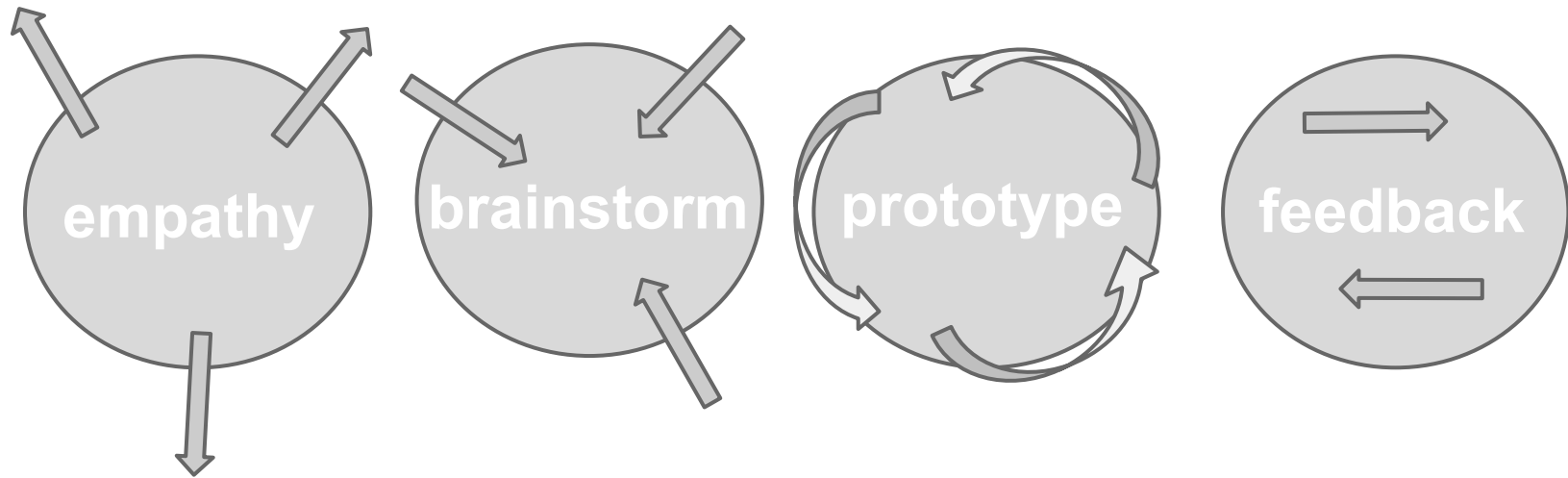
# challenge = “*green your room*”

There's a new twist on the timeless phrase, "clean your room." Parents all over the planet have always been frustrated with messy rooms.

Now, in order to save a little green (insert picture of tree/\$\$)  
all the cool parents are demanding that kids get their act  
together and  
“green their rooms.”

As a Greengineer, you have been *hired* by a very hip parent to design a green room for their child. (Now it's a real problem that an actual person is asking you to solve)

# quick review of the rapid cycle DT process



Here's the review card to understand the elements of our design process:

**Empathy** - Deeply understanding who or what we are designing for.

**Brainstorming** - Generating as many ideas as possible without judgment.

**Prototyping** - Building an idea so that it can be tested.

**Feedback**- Sharing your prototype with others to learn how it could be improved.

# Problem solving approach: define the challenge/problem and get right to solving

List everything you can think of that you'd find in a typical HS kid's room...

2:00

think GREEN =  
heating, cooling,  
lighting, electrical  
needs, stuff, storage,  
air quality, etc

2:00

# meet your client

## 1. empathy

Discover the real green needs of your client through thoughtful conversation and questions. Plan and list the questions you'll ask your client

5:00/switch

organize your insights. what info seems interesting or curious from your client?

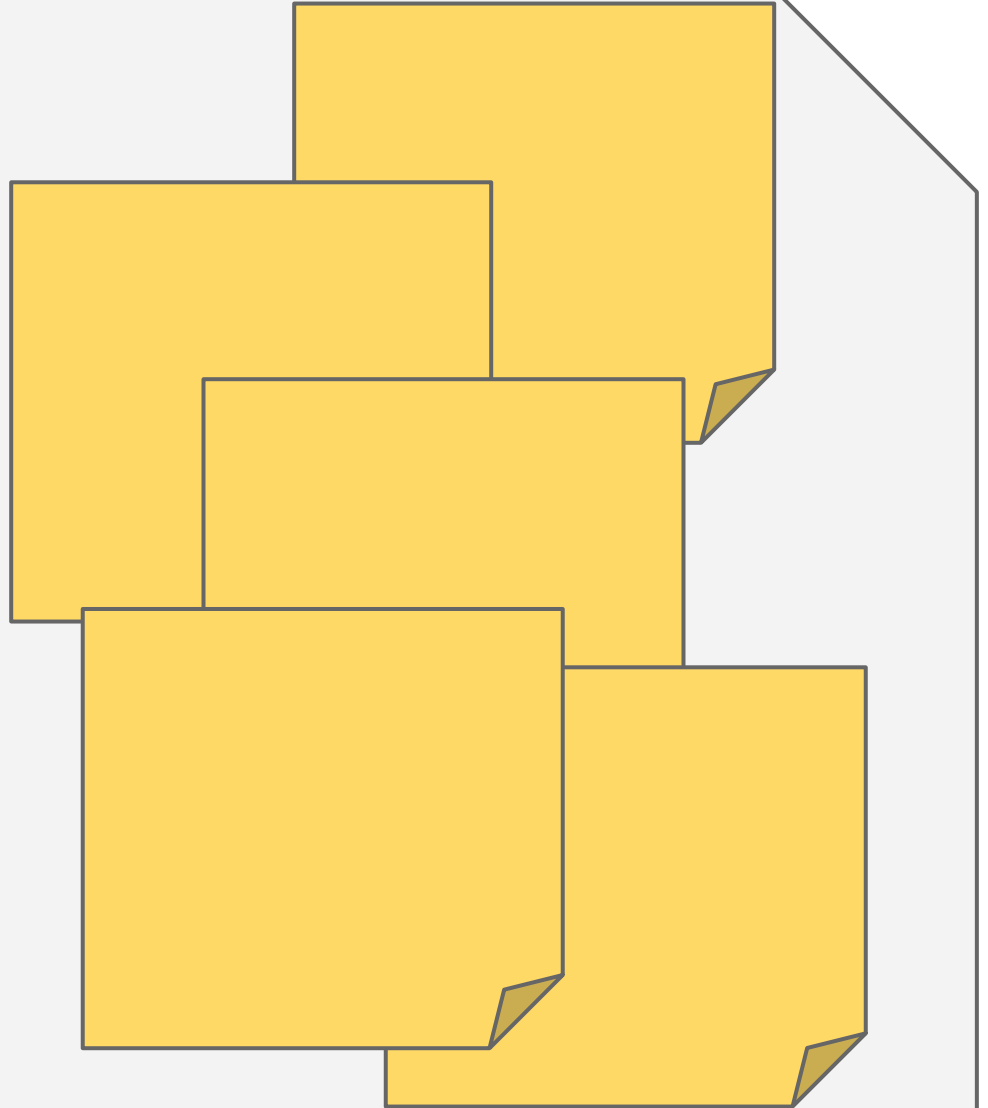
2:00/switch

ask again... dig deeper and mind the gaps between what is said and what is done.

4:00/ switch

## 2. brainstorm

list and stick 5-7 wild,  
radical, logical and  
actionable ideas here



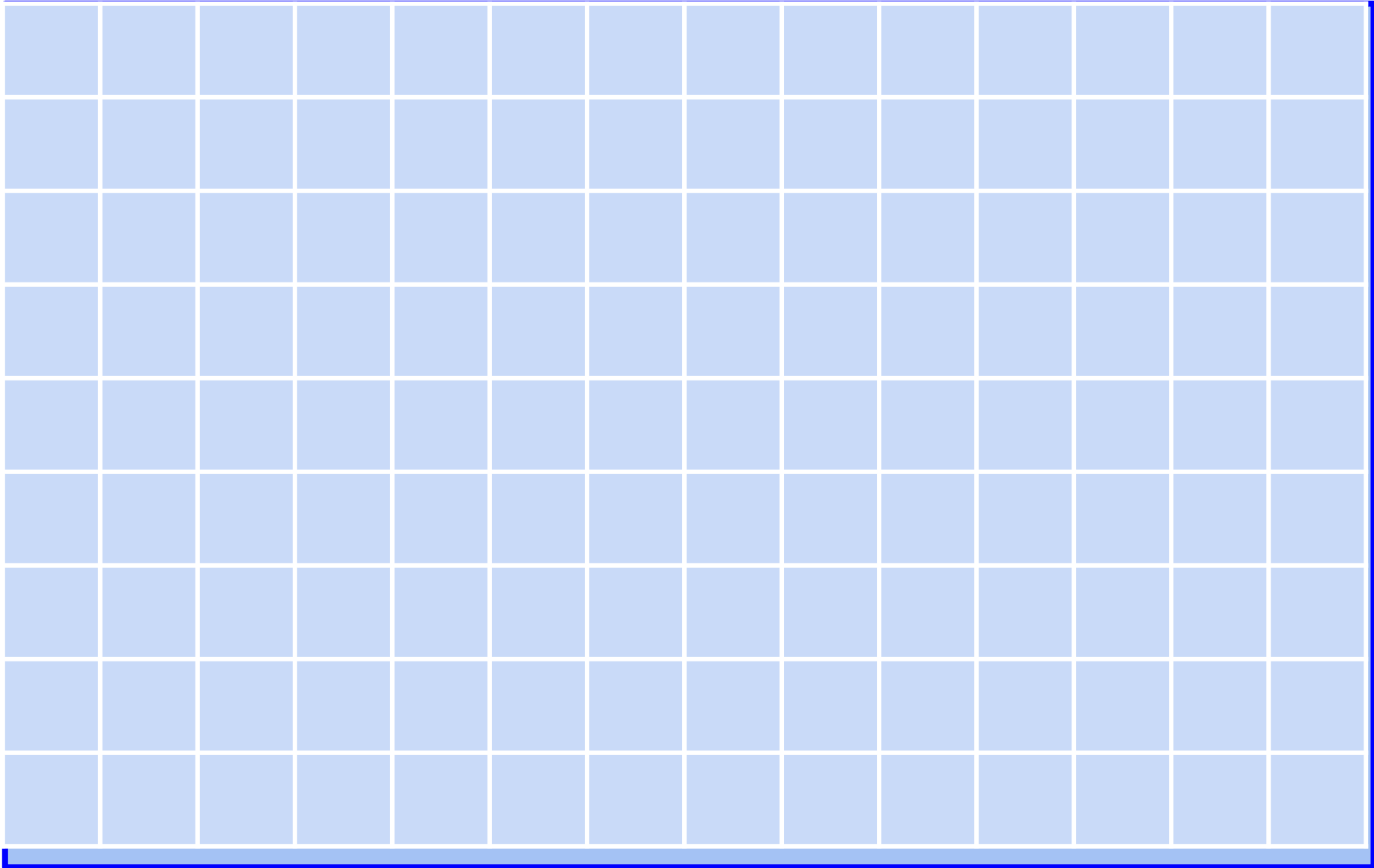
## 3. prototype

take the best ideas, mash'em up, and make them actionable...

sketch, draw, show  
us your ideas... (6:00)

# *green your room* **floor plan**

or product idea





# present your plan

how will your client engage  
and experience your ideas?

4:00

capture live and  
interactive feedback

plus

delta

questions

ideas

# 4. Evaluate and redesign

1. Was your final design the same or different than your original thoughts?

2. Where did you or your team get stuck?

3. When did you find an Ah-Ha! or Uh-oh!

4. How did discovery contribute to your design?

5. How did prototyping multiple iterations contribute to your design?

6. How did feedback contribute to your design?

7. How would you improve the process?