Tech Tip: Innovation Design Process

Define Your Problem
- Why are we doing this?
- What is the problem?
- What part of the problem am I trying to solve?

Imagine
- What could the optimal solution look like or work like?
- How would I want to solve this problem?
- What if ...?

Create
- What materials do I want to use?
- How will I make my design?
- Yes, and ...

Test & Reflect
- Does this address the criteria and constraints of what I am trying to accomplish?
- Where are the failure points?
- How can I optimize this design?

Share Your Solution
- Would you like to hear about my idea?
- This was the idea behind my design.
- Where do you see my design addressing the criteria and constraints?

Key Characteristics of the Tech’s Innovation Process

Non-Linear
All aspects of the process are important, but there is no fixed sequence to going through these phases. In fact, innovators may engage in multiple phases simultaneously. For example, brainstorming can happen while tinkering with materials.

Hands-On
Manipulation of materials is important to innovation, even when working on abstract ideas. Physically representing our ideas, testing and refining them is not only a lot of fun, but can also result in creative solutions otherwise never explored.

Iterative
Innovators create, test, refine over and over and over. They learn from failure and persevere to find the optimal solution within the criteria and constraints with which they are working.

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