# Metro Minds STEAM Challenge

The design process

1

# **Empathise**

- Conduct research, surveys and interviews
- Identify problems, needs and opportunities
- Understand the experiences and feelings of others

3

### Ideate

- Generate numerous ideas for potential solutions to the problem
- Judge each idea against criteria and constraints
- Select the idea most likely to succeed

5

#### **Test**

- Test the prototype on users
- Trial several iterations and make improvements
- Evaluate the solution against criteria for success

Tip: Explore the challenges

Choose a challenge statement or create your own. Get inspired, visit sydneymetro.info/explore-the-challenges

2

## **Define**

- Identify a problem worth solving
- Compose a problem statement
- Write a driving question



4

# **Prototype**

- Design a course of action
- Write a risk assessment
- Produce a prototype











