Interview your partner about his/her experiences as a freshman. Your goal is to hear (at least) one good story from your partner.

Create a quick interview guide (with open-ended questions!)

A. Be human: build rapport.

(Write more of your own)

B. Seek stories.

“Tell me a time you...”

“Nice to meet you. Tell me about where you’re from?”

C. Talk about feelings. Dig deeper by following up.

“Why did you feel that moment when... happened?”

“Why do you say that? Tell me more.”

Go deeper into one story: Remember to ask “Why?”

Your interview notes:

Start individually

Now pair up

Inspired by Stanford d.school
Imagine the meaning (notice something, then infer what the meaning might be)

It's interesting/surprising/telling that s/he . . .

One thing that seems to be important to him/her is . . .

I wonder if this means . . .

What does it mean?

Create brainstorming topics

<table>
<thead>
<tr>
<th>Insight</th>
<th>Insight</th>
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<tbody>
<tr>
<td>because (or &quot;but&quot; or &quot;surprisingly&quot;) . . .</td>
<td></td>
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<tr>
<td>needs a way to</td>
<td></td>
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<tr>
<td>partner's name/description</td>
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Take a stand with a point-of-view:

How might we . . .

How might we . . .

One thing that seems to be important to him/her is . . .

It's interesting/surprising/telling that s/he . . .

I wonder if this means . . .

What does it mean?

Gain insights by thinking of what might be the deeper meaning behind what you heard. Have fun with it.

Your goal is to take an extreme, inspired stance.

Create brainstorming topics (flip your insights into questions)

<table>
<thead>
<tr>
<th>Insight</th>
<th>Insight</th>
<th>What does it mean?</th>
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</thead>
<tbody>
<tr>
<td>How might we . . .</td>
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Share your work, then brainstorm as a team (recap one story, share one inference and your brainstorm question — then lead a brainstorm)

New ideas!

Generate a diverse set of concepts in response to your brainstorming questions.

Your goal is to build on the ideas of others.

Inspired by Stanford d.school
3 min

Sketch it out
Pick an idea and stay in a generative mode as you work out the details. Your goal is to develop the idea and make it visual as you work out the details. Choose one idea and flesh it out into a product or service (what is it? how does one use it?)

Inspired by Stanford d.school
Build your solution (to test desirability)
Let's get physical, physical
Let me hear your body talk.
Your goal is to test your solution by making it tangible.

Test with your partner (get feedback)

What's working? What could be improved?

New questions New ideas

Inspired by Stanford d.school
Build your solution (to test desirability)

Let's get physical, physical
Let me hear your body talk.

Your goal is to test your solution by making it tangible.

Test with your partner (get feedback)

What's working?
What could be improved?

New questions
New ideas

Inspired by Stanford d.school

Video Questions

Question 1.

Question 2.