

# Private use of water

Hoeveel water gebruik jij per dag in liters?



<https://www.schooltv.nl/video/het-klokhuis-water/#q=water%20afrika>

empathizing

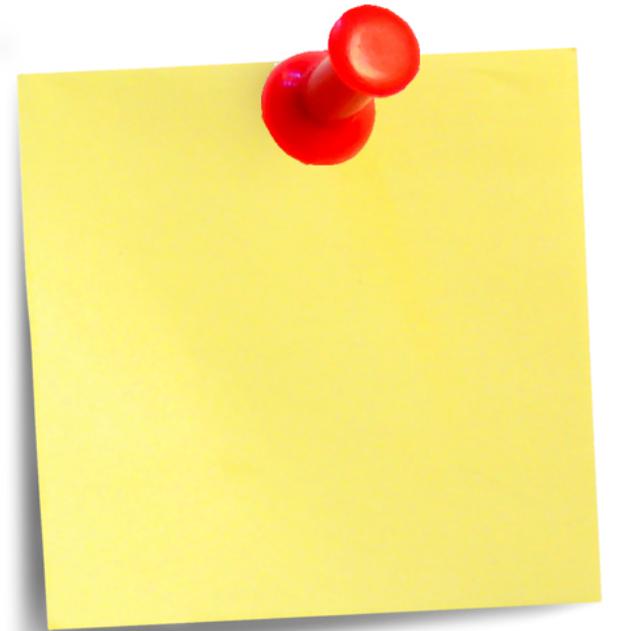
<https://jeugdjournaal.nl/artikel/2215169-ik-had-er-nooit-over-nagedacht-dat-water-op-kan-raken.html>



empathizing

How can we ensure that clean drinking water is handled properly?

What should we know about the use of water?

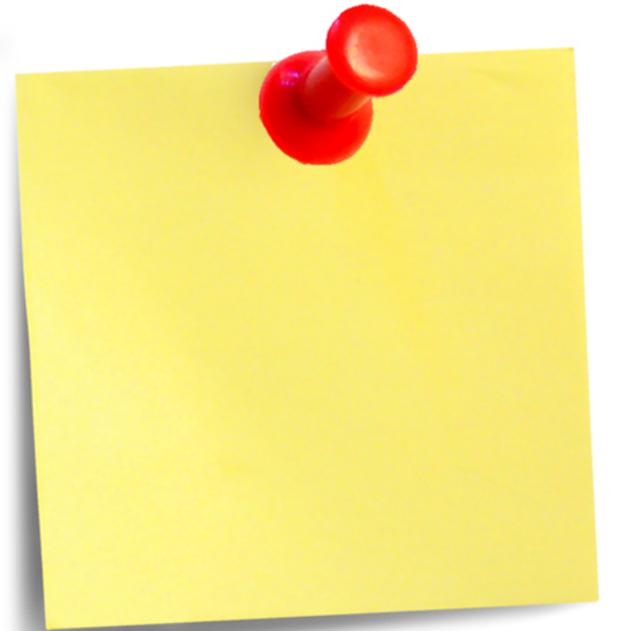


empathizing

Look for as much information as possible



empathizing





Try to organise all questions and answers logically

empathizing

Choose a sub-topic with your team  
what you want to get started with.

# User:

Who uses the water, for what purpose, when, where, how much?

What does your user need?

(for example: to drink it must be clean water, to bathe the water must be hot and coming straight from the tap into the bathroom)

So what does your design have to meet?

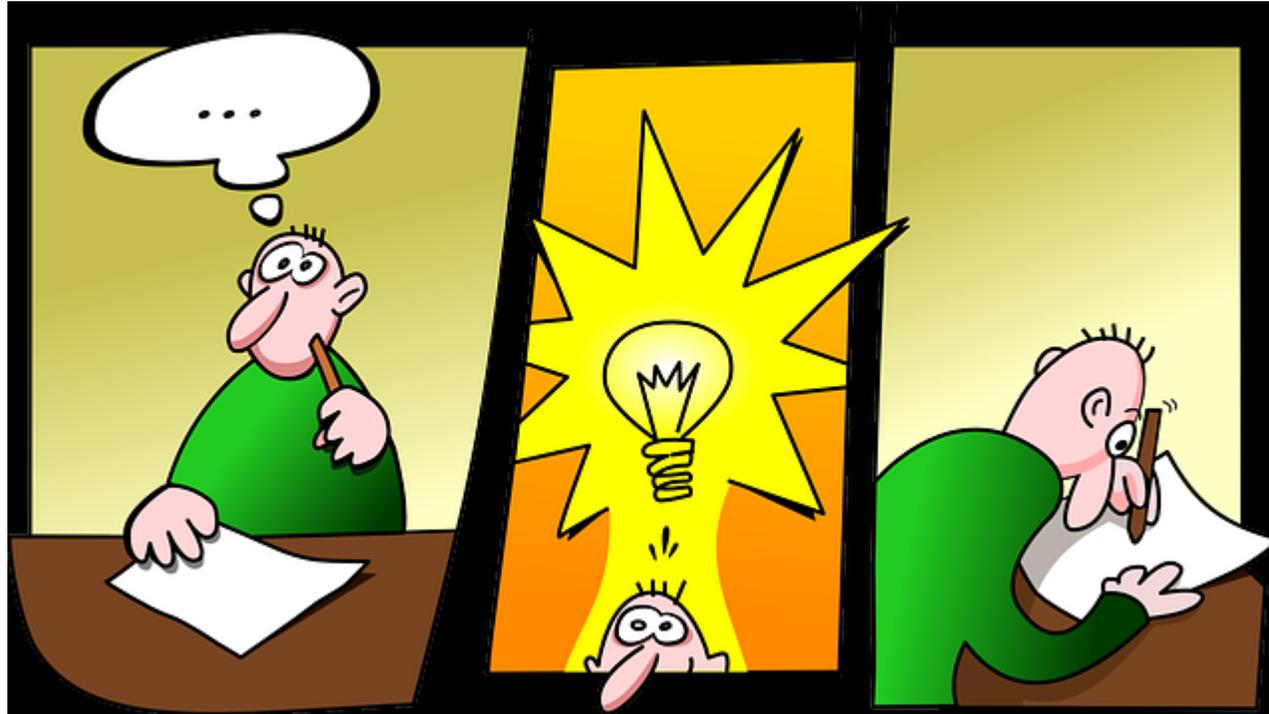
User	Needs	What to meet?

Indicate in one sentence as accurately  
as possible for which problem  
you want to make a solution or  
make a design

Start with:

**How might we .....**

Every team member tries as much as possible to come up with ideas



Team members share their ideas. You may ask what someone means, or supplement, but do not reject any idea!



With your team you come up with at least 10 more ideas.



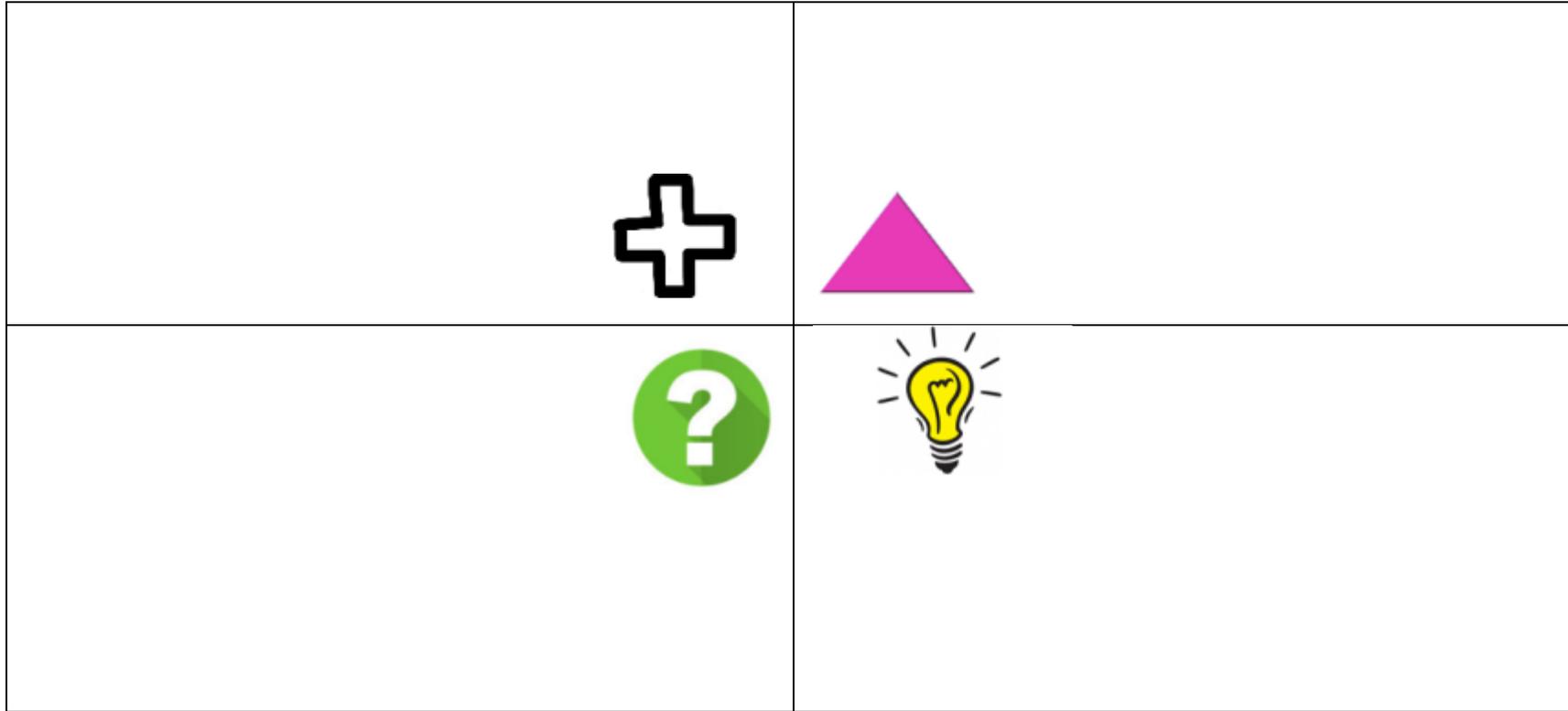
ideating

# You will work out the best idea with your team to a test design ( a prototype)

- drawing
- building
- writing
- using owerpoint
- using theatre



Note: make first a prototype  
and not yet a definite design !!



Test your prototype on another team

# Make your final design



# Presenting

