**Design Thinking Technology Tools**

**Design Thinking Apps**

Design Thinking Canvas

<https://itunes.apple.com/us/app/design-thinking-canvas/id740504891?mt=8>

Design Thinking

<https://itunes.apple.com/us/app/design-thinking/id901382557?mt=8>

**Using DT to Integrate Technology**  
<http://olc.onlinelearningconsortium.org/effective_practices/using-design-thinking-integrate-technology-online-learning>

## Empathize - document empathy

[We Feel Fine](http://wefeelfine.org) Scrapes the world's blogs for statements of feelings. Great for empathy searches.  
[StoryCorps](http://www.storycorps.org/) A story incubator - record, share and listen to stories  
Targeted search (eg. google search for "I like, I wish..." to uncover latent/unrealized needs)  
Amazon review survey (when doing product-based design projects)  
[Google trends](http://www.google.com/trends) to identify websearch patterns using

[Fluther](http://www.fluther.com/) Tap the Collective - Pose a question and see anonymous responses

[Digital Dacha](http://digitaldacha.com/) Wishing Wall - A digital empathy mural. On display in the San Jose Museum of Art

Synthesize understanding with mindmapping tools such as: [pixie](http://www.tech4learning.com/pixie). [bubble.us](http://bubbl.us/), [Omnigraffle](http://www.omnigroup.com/applications/OmniGraffle/).

[Audacity](http://audacity.sourceforge.net/): a free and open source audio editor - audio journal

[Livescribe](http://www.livescribe.com/)-pens and journals record audio/take notes

**Define - create a simple define statement**  
1 minute movies with any video tool  
Powerpoint/keynote

## Ideate - Build on the empathy

2x2 matrix - <http://www.slidevana.com/slides/2x2-matrix-template>, <https://slidehunter.com/powerpoint-templates/2x2-matrix-template-powerpoint/>   
Use the visual imagery from the above steps to prompt brainstorms

Online whiteboards <https://awwapp.com/>   
Storyboard That <https://www.storyboardthat.com/>

## Prototype - make something!

[Hacking Mashing Gluing](http://hci.stanford.edu/publications/2008/hackingmashinggluing.pdf): HCI paper on "opportunistic design" using digital-physical tools.

[Weebly](http://www.weebly.com/): Simple, visual, hosted, website creation.

[Apple's pages](http://www.apple.com/iwork/pages/) is used by some teachers to quickly create prototypes of print products.  
Youtube video prototyping  
[Scratch](http://scratch.mit.edu/) is a simple programming language developed by Mitch Resnick's group at MIT.  
[Sprout Builder](http://sproutbuilder.com/): Drag and drop flash based content builder.

[Programmable Web](http://www.programmableweb.com/howto): Great repository of mashup resources. This link points to a quick "how to" guide.

[TileStack](http://tilestack.com/): Create simple games without coding

[Sketching User Experiences](http://www.amazon.com/Sketching-User-Experiences-Interactive-Technologies/dp/0123740371), [Paper Protoyping](http://www.amazon.com/Paper-Prototyping-Interfaces-Interactive-Technologies/dp/1558608702/ref=sr_1_1?ie=UTF8&s=books&qid=1239149861&sr=1-1): Books on low res physical protoyping of digital solutions

## Test - Try it out with your users

Online survey construction through [Survey Monkey](http://www.surveymonkey.com/). [Google surveys](http://www.workhappy.net/2009/05/using-google-docs-to-make-a-survey.html), or [wufoo](http://wufoo.com/).   
[Voicethread](http://voicethread.com/#home.b409.i6394)-group audio annotation of photos. Its really great for teams to work in isolation and then share their impressions of photos they've gathered.  
[Twitter](http://www.twitter.com) is a great way to quickly reach out to lots of users.  
[Innocentive](http://www.innocentive.com/) : A higher-res crowdsourcing market place