

Design Thinking Template



Design project overview		
Title	Objective	Team

1. Empathize

User groups Who are you designing for?	Empathy map Visualize users' thoughts, feelings, and actions <p>Emotional impact: How strong is the user's sentiment?</p> <ul style="list-style-type: none">LowMediumHigh <p>Tip: Visualize your empathy map on a Radar for faster insights.</p>
Key insights What are your users' underlying and unmet needs?	

2. Define

Personas
Who represents your typical users?

Problem
What problem are you trying to solve?

Tip: Use [Campaigns](#) to align ideas with your problem and objectives.

3. Ideate

Ideas
What are the potential solutions?

Tip: Use [Smart Ideation](#) to generate ideas and auto-rate them to speed up prioritization.

Solution
How will the most promising idea address the problem?

5. Prototype

Prototype What can you quickly build to test your solution?	Features What key features and functions are needed for testing?
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4. Test

Feedback
What did users say?

Recommended action
Based on the feedback, what's next?

<input type="checkbox"/> Refine	<input type="checkbox"/> Pivot
<input type="checkbox"/> Retest	<input type="checkbox"/> Pause
<input type="checkbox"/> Implement	<input type="checkbox"/> Scale

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[See in Action](#)

Tip: Organize feedback on a [Kanban Board](#) to better prioritize and track progress.