共成マップ。 ワークラート David Lee,
Design Thinking
in the Classroom Ulysses Press, 2018

gs clarity and purpose

what the user sees in l environment, as well them.

lear their user say that as what they imagine

gs that their user does aily life. They can also

d on what the user(s) they hear secondhand.

list what their user(s) what they need, want,

lentify the goal of the llenge. The following of the user that allow question is considered se it requires students or feeling—the most omeone.

he K12 Lab (goo.gl/ 13U).

EMPATHY MAP FOR STUDENTS

Who are we empathizing with? What

is the situation they are in?

2. Need to Do

What do they need to do? What do they need to do differently? What job(s) do they want or need to get done? What decision(s) do they need to make? How will we know they were successful?

3.See

Name: ____

1. Who

What do they see? What do they see in their environment? What are they watching and reading?

4. Say

What do they say? What can we imagine them saying?

5. Do

What do they do? What actions and behaviors did you notice? What did they do today? What can you imagine them doing?

6. Hear

What do they hear? What do they hear others say? What did they hear secondhand?

7. Think and Feel

What are the thoughts and feelings that motivate their behavior?

What are their fears, frustrations, and anxieties?

What are their wants, needs, hopes, and dreams?

Finally, find Needs and Insights of your user.