

## *Problem Solving*



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Groups of 5 players are formed. Each student identifies a problem they face personally and asks others to find solutions, create the prototype, and then identify the optimal solution, following the examples below:

How do I apply this principle at work?

**Ex.** in one of my projects, users had to write a huge amount of repetitive information.

What was the problem? Users were losing precious time. Why did they have that problem? Because the software does not help them. So I came up with an idea: every piece of information coming into the repetitive sphere would be automatically reproduced by that software. We built a prototype and tested it. It was a very good result, the users were delighted with the solution. The only thing we had to do next was to build the solution and integrate it into the software.

You can apply this principle anywhere.



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## True or false?

I constantly want to find new ways to use Design Thinking.

I wish I could facilitate the understanding and application of this principle whenever possible. Personally, I consider myself an optimizer.

I always try to find the optimal solutions for my problems.

About how to get better in urban traffic (I've created special routes depending on the hour and the usual destinations) or how to shop.

Everyday necessities of my life are controlled in such a way as to take as little time and resources as possible.

I am the designer of my life.

It's useful to learn how to think and act as a designer and the principles of Design Thinking are your best ally.