



DESIGN THINKING PROCESS

TE TUKANGA HOAHOA WHAKAARO

1. Te Pō / Empathise & Define

To observe, ask, listen, research, define, focus

Identifying and understanding the issues, problems or challenges relevant to your context and community (kura, your community, marae, hapū, iwi, whānau). Consider all possible solutions and develop an understanding of the mindset of your community and their unmet needs.

- Observe
- Ask
- Listen
- Research
- Define
- Focus

2. Te Wehenga / Ideate

To brainstorm, create, ideate

Brainstorm and imagine new and creative solutions. No filter, no limitations. Put all ideas on the table and consider the broadest range of possibilities.

- Brainstorm
- Create
- Ideate

3. Te Ao Mārama / Prototype

To analyse, choose, create

Consider which solution will best meet the needs for your context and community. Select the solution/idea you would like to develop further and create a prototype for testing.

- Analyse
- Choose
- Create

4. Te Whakaata / Reflect

To identify issues, consider impacts, seek feedback

Consider all potential impacts and issues of your solution for your community. Get feedback about your solution and adapt your prototype to best meet their needs.

- Identify issues
- Consider impacts
- Seek feedback

5. Te Ao Tangata / Test

To redevelop, improve, refine

Test your solution with your community. Engage in an ongoing cycle of development through trial and improvement. Be open to feedback, making mistakes and learning lessons.

- Redevelop
- Improve
- Refine

6. Te Whakaahua / Iterate

Developing, refining, adjusting, improving

The final part of the process is to engage in a cycle of Te Ao Mārama → Whakaata → Te Ao Tangata until you have developed your solution fully and it is effective for your community and the environment.

- Developing
- Refining
- Adjusting
- Improving

The final part of the process is to engage in a cycle of Te Ao Mārama → Whakaata → Te Ao Tangata until you have developed your solution fully and it is effective for your community and the environment.