



Image Credit: Jon  
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# Rapid Ideation & Creative Problem Solving

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**ac4d**

# High-level overview of IDSE 201

## Course Description:

This course teaches methods of creative problem solving and ideation, including sketching, drawing, diagramming, and the underlying approaches of abductive thinking and divergent thinking.

Students learn how to quickly visualize ideas, iterating through variations, and allowing an idea to evolve quickly and effectively.

# How this class fits

Methods	IDSE201 Rapid Ideation and Creative Problem Solving
Theory	IDSE202 Service Design
Application	IDSE203 Studio: Research & Synthesis

This quarter is about conducting research in the field, thinking about complex, large-scale systems, and solving problems in new ways.

We'll learn:

- Rapid sketching, visualization, and divergent thinking
- How to work with ecologies, customer journeys, multiple touchpoints
- How to apply ethnography and design research & synthesis in the context of actual social and humanitarian problem solving
- Thinking in services and interfaces
- How to work with a client, through issues of project management, coordination, budgeting, and schedules

## Course Outcomes:

- Be able to model complicated systems and services through the use of diagrams
- Be able to quickly visualize ideas for digital interfaces, using hand-drawn interface sketches and digitally enhanced schematics (such as wireframes or flows)
- Understand how to communicate through sketching, both in a formal capacity as well as in real-time, facilitation style
- Be able to quickly iterate through interface design, using input from real users to inform decisions

## Good

Formulate Idea  
or concept

Make  
Something

## Better

Formulate Idea  
or concept

Make  
Something

Externalize &  
Reflect

Refine & Iterate

## Best

Formulate Idea  
or concept

Make Something

Externalize &  
Reflect

Refine & Iterate

Externalize &  
Reflect

Refine & Iterate

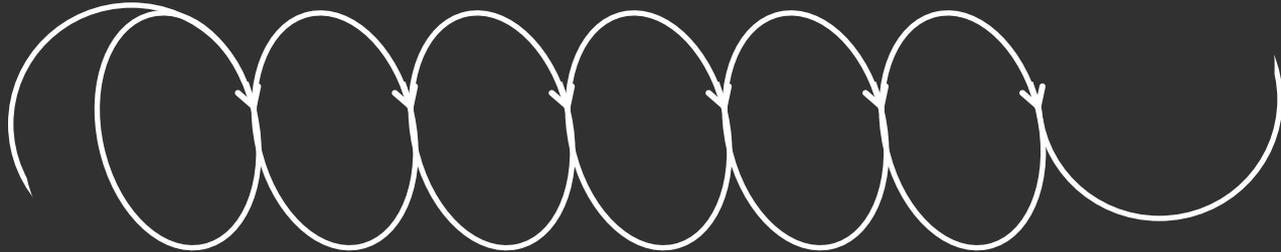
Keep Repeating..

In other words, we emphasize

# Iteration, Passion & Relentlessness

(The best designers are never done,  
“it” can always be improved)

We're going to do the  
same assignment six  
times.



Ethnography

Synthesis

Prototyping

User, designer, & system goals

User interface (UI) design

Visual thinking to extend interfaces

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It's all about the details.

Your ongoing homework assignment:

# Noticing

(And blogging about it)

Questions so far?

# ac4d

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