**Appendix**

**Design Brief Template:
School:**

**State:؜؜** **Division: Middle School or High School**

**Team Members’ Names:**

|  |
| --- |
| **Project Title:** Readers should have a glimpse at what the project is about and want to read more. (25 word maximum) |
|  |
| **Project Purpose:** In one or two sentences simply identify the inequity being addressed and explain what this project intends to do. (50 word maximum) |
|  |
| **Abstract:** Briefly introduce the people who will benefit from the project and the challenges they face. Discuss the inequity they face and explain how the proposed solution addresses it. *(100 Words Maximum)* |
|  |
| **User Research:** Discuss key information about the users gathered through your research, interviews, and discussion with the user throughout the project. What did you learn about the user and the barriers they face? (200 word maximum) |
|  |
| **User Insight:** Discuss your team’s understanding of the experiences, emotions, and motivations of the users, i.e., share the struggles, fears, and frustrations the inequity causes the user. What did you learn about how the barriers affect the user? (200 word maximum) |
|  |
| **User Needs:** Develop a specific list of the user’s needs produced from the insight. Include specific functions or features required by the user. What does the user want to help them with the barrier? (100 word maximum) |
|  |
| **Project Goals:** List specific goals you want your project to address. Describe how they will meet the user’s needs and address inequities faced by the user. Meeting these goals should be reflected in the key features and graphic(s) provided. What do you want the project to do to help the user? (100 word maximum) |
|  |
| **Key Features of Design:** List key features, illustrating that the design will adequately meet project goals. How will the project help the user? (200 word maximum) |
|  |
| **Impact:** Discuss how the design helps the user overcome the inequity. Include impact statements from the user. Does the project help the user? How? (200 word maximum) |
|  |
| **Status of Project:** Describe the current status of the project, including feedback on design from the user, and discuss potential next steps. What does the project do now? What would you like to work on in the future? (200 word maximum) |
|  |
| **Reflection:** Show that your team has an increased understanding of human-centered design. Examples of personal growth and insights gained about designing for others and helping them overcome challenges should also be included. What did you learn about designing for others? (200 word maximum) |
|  |
| **Prototype Graphic:** A single graphic with key features adequately labeled. It should be easy to understand and the reader should have a general understanding of how the prototype functions by looking at the graphic. |
| Include graphic on next page. |

Prototype Graphic: