

PRODUCT DESIGN TEMPLATE

Ok, let's start.

1/3

Are you starting to design an app?
Are you starting to develop an idea?
Don't know where to start?
The most common instinct is to start from the bottom. If you jump straight to wireframing or prototyping, you're losing precious information. There's much to learn between the start and the finish of a design process.

Research and comprehension play a major part in solving a design challenge. You need to ask the right questions.
Why my client or user is doing this?
What motivates your client or user?
What's their understating of the challenge?
What is the value we are bringing?

Duration:
 **5 days**

Team size:
 **1 - 4**

