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My response to Design Thinking comes of age



Although I have already commented on Design Thinking [in another post](#) (and shown how it tries to fit into some sort of time management framework) I feel I just have respond to this post.

According to the article, the 4 principles of Design Thinking are: 1) Focus on users' experiences; 2) Create models to examine complex problems; 3) Use prototypes to explore potential solutions; 4) Tolerate failure

In my humble opinion, whilst one can use the information gathered when applying the first principle, the second principle could fail as analysing a complex evolving object in order to ascertain its parts is both time consuming and fraught with pitfalls.

In order to ensure that the second principle succeeds, the best model that one could build is a proof of concept (which is a blue print detailing the strategic planning part of the model) and secondly build a proof of logic (which contains the information technology blueprint, including a detailed project management plan) before attempting to move on to third principle. These three steps will greatly reduce the possibility of having to apply the fourth principle.

Charles Richter

Principal information architect
Ripose Pty Limited