Design Thinking Fortune Teller

Fold your own Fortune Teller using the illustration provided.

Once you have your folded Fortune Teller, adorn it with colors and numbers. On each of the outer four petal-shape flaps, write a color — any color will do. Inside those flaps you'll have four more flaps each split down the middle for a total of eight. On each of those flaps, write a number 0 through 10, and under each of those numbers — a fortune. Fortunes are entirely up to the creator; generally it's best to keep them gender-neutral but written in declarative statements about a person's future — "you will…." Things like, "you'll meet the person of your dreams tomorrow," or "you will be wildly successful in business," but keep in mind not all fortunes need to be positive. Once there are eight different fortunes written under each of the numbered flaps, the game can begin.

Begin with the thumb and index fingers of each hand in the four pockets of the Fortune Teller. Have the person whose fortune is being read pick one of the colors on the top four flaps. If the color is Blue, spell out the letters of blue while alternating a pinching and pulling motion with the Teller. Each pinch will expose four of the numbers on the inner flaps, and each pull will expose the other four numbers. After spelling out B-L-U-E, the Teller will be showing one of the sets of four numbers. The other player will then pick one of those numbers, and the responding action is the alternating pinch and pull from the first round, except it continues with a counting of the number instead of the spelling of the color. Once the number has been counted, four numbers will be exposed. After one is picked, the fortune under that number is read.

Tinker
Ideation

4. Making Thinking Tangible

Creating physical representations (prototypes) of our thinking helps us conceptualize ideas and share our thoughts.

5. Modify and Refine

The writer, Michael Ondaatje coined the word *thinkering* in his novel *The English Patient.* It describes the process of conceptualizing while uniting thinking (mind) with tinkering (hands).

Tinker
Iteration

3. Make Thinking Visible

What are the components of our ideas? How do the various elements fit / support each other?

What is our prototype needing? What else is needed or not needed to enhance our design?

6. Welcome Feedback

Drawing literacy is an essential form of communication. A simple lexicon of representational shapes can be learned as easily as we learn new words.

What are the details / functionality of your ideas?

What questions might we ask to invite critical friendship and professional growth?

Making a prototype public (gallery tour / design charrette), important to sharing it with the user, allows for ourselves to pause and centre creative chaos that generates a degree of risk and uncertainty.

Creative Confidence can be developed in each of us. A mindset to think beyond the way things are. Imagine innovative ways of being and doing.

What do we know about the challenge? What else do we need to know? How can we come to know more? What design principles guide our creativity?

How does our prototype align with our Design Principles and the needs of our user/users?

Design Thinking (DT) is a fast-paced process. It is important to pause and centre ourselves amidst the creative chaos that generates a degree of risk and uncertainty.

2. Develop Creative Confidence

Who are you designing for? What is the centre of their challenges?

How did the process feel? What is next?

7. Embrace Ambiguity

Design
Inspiration

Empathy is essential to Problem Finding. It suggests the very people you are designing for can contribute to innovative solutions.

Design Thinking (DT) fosters divergent thinking. Iteration, repetition of the DT process helps to redefine our Thinkering to build on our intuition.

8. Consider What Else …

Reflect
Pause and Consider

1. Gain Empathy