

# Journalism Design Framework

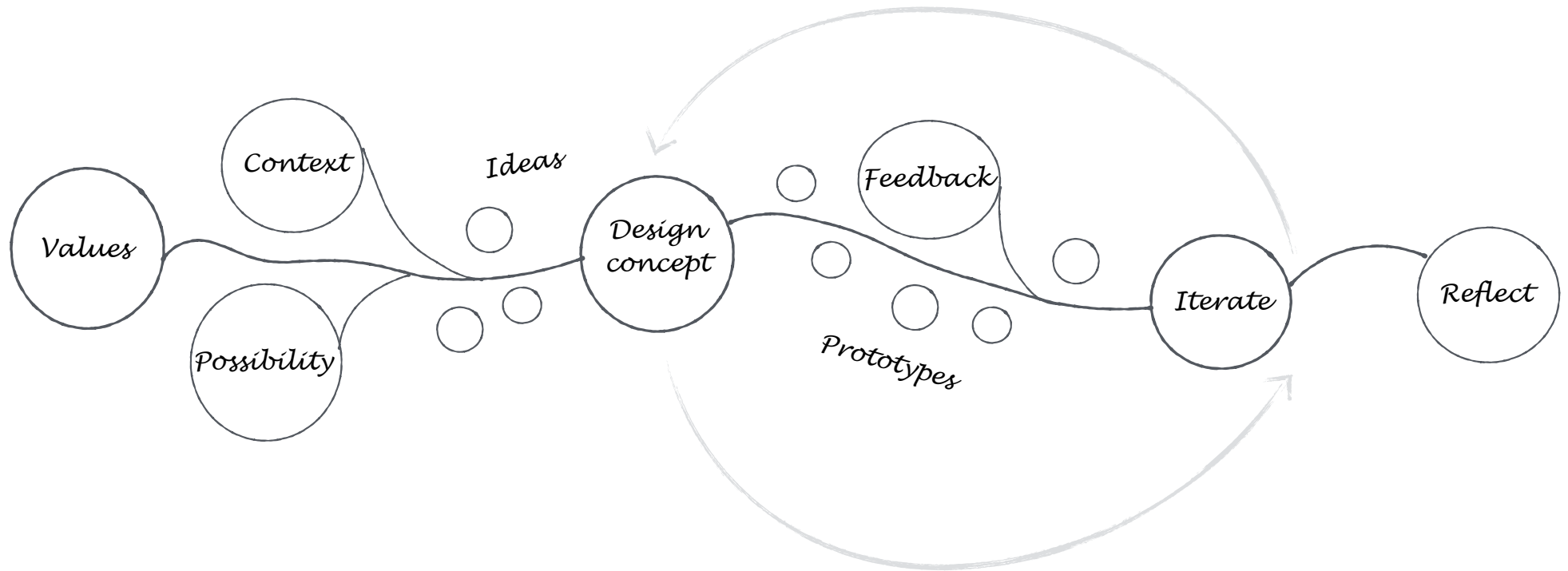
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Prototype | JOUR3222 | 2017



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# Framework



**Values**

What values are at play? What are you designing for? Why?

**Possibilities**

What is an ideal situation? What tech is available? What is possible?

**Context**

What is the situation? Who is involved? What are the challenges?

**Ideas**

Sketch your ideas. Be as creative as possible. Think big.

**Design concept**

What is the strongest idea? What makes it unique? Who are the users?

**Prototype**

What can you make that people can use? Focus on the interaction.

**Feedback**

What do potential users think of your idea? How does it address values?

**Iterate**

How does the feedback influence the design?

**Reflect**

What have you learned about the context, possibilities and about values?