

STAR DESIGNER

Learning essential 21st century skills
through a design thinking game

My idea is the Twigs Shoe! It works like this: Twigs from the forest are fixed to the bottom of the broken shoe to close the hole. This way the stubborn grandmother can still go for her walk in the woods.

Hmm... I think it's a crazy idea... how would this make grandma's shoes waterproof?... maybe it's not even crazy, but foolish...



Star Designer is a design game for families with kids ages 8 and up, in which players explore the essential 21st century skills—creative thinking, communication, and empathy—with an open and creative mindset. During the game, different characters drop by with all kinds of problems. All players are asked to come up with handy—but sometimes crazy or foolish—solutions. The game consists of three phases. First, together you determine the goal/problem of a character. Then, all players invent an idea based on their secret assignment card, using their individual drawing boards to visualize their ideas. Finally, you present your idea to the group by explaining how it works and how it helps the character. However, this game is not about having the best idea—it is about guessing the secret assignments of your fellow players. After a presentation, players try to guess the designer's secret assignment based on 5 different design intentions: brilliant, simple, crazy, foolish and extraordinary. You'll gain stars when you guess correctly, and these stars can be exchanged for prizes. The player who has collected the most prizes wins the game!

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A design game for families; learning essential
21st century skills through a design thinking game
December 6, 2017
Design for Interaction

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