



# PROJECT INVENT

INVENTION TOOLKIT

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# NEEDFINDING: WALK-A-MILE EXPERIENCE



*Build empathy through firsthand experience with a problem.*



#### TIME

20 minutes



#### SUPPLIES

varies (see **how to**)

#### HOW TO:

1. Identify what part of your community partner's experience you want to replicate. What unique challenges do they face and how can you simulate that experience? Some examples may be going down the stairs, changing a lightbulb, using the restroom, etc.
2. Gather necessary materials (ie. blindfolds, rolling chairs, tape/gloves to limit mobility, etc.) and conduct the experience as realistically as possible. Try a few different tasks. Commit to it!
3. Write down your findings along the way. What surprised you?





## **MICRO-MAKER: EMPATHY EXPERIMENTS**

# **TENNIS BALL CHALLENGE**

*Find a way to help someone with their morning routine...using a tennis ball!*

Step 1: Interview someone about their morning routine.

Step 2: Think empathetically about your user's needs. What challenges do they face? How does this impact their morning routine?

Step 3: Brainstorm different applications for your tennis ball.

Step 4: Implement and create! Post your creation and tag us at @project\_invent for the chance to be featured on our Instagram!

