



# **Ideation Methods & Human Design**

Nix Pendergast  
*ICM 517*

# Introduction

When designing an application, it is important to keep the user in mind. Designing with a person in mind is known as human design.

A good exercise to practice human design is to create an app with a loved one or even yourself in mind.

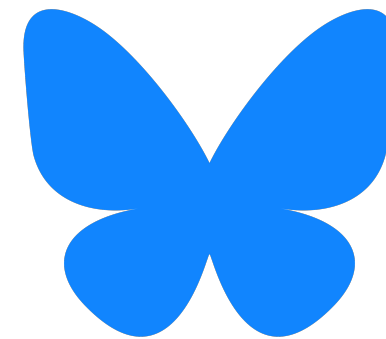
For this example, I will be designing apps with myself as the user in mind.

# Research

A good place to start when designing an app is to look at what is liked about current apps...

## Applications I Like:

My most used apps are BlueSky, Tumblr, and Spotify because they are all easy to navigate. Also the algorithms for the social media are much more focused on seeing the feed of the people you follow, rather than what is popular.



# Research

...As well as what is disliked about current apps...

## Applications I Dislike:

Apps that remain on my phone,  
but that I dislike using are the  
Kaiser Permanente App  
because it is very difficult to  
navigate.

I am also not a big fan of X and  
TikTok because the algorithms  
are too distracting and evasive.





# **Ideation Methods**

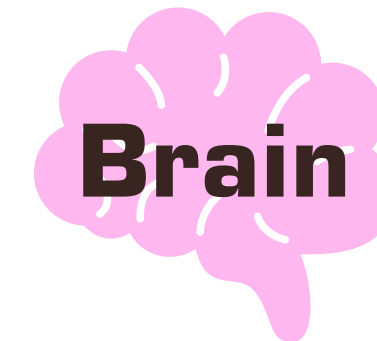


# Ideation Method

## *Brain Storming:*

Brain storming is writing down all the ideas that come to mind. The quality of ideas does not matter as much as just getting your ideas out there.

In my brainstorm for potential app ideas, I came up with a lot of different options, varying from useful to just silly.



- App where you get to play through visual novel versions of classic books.
- App that helps people learn better coordination.
- App that keeps track of stuffed animals.
- Pokemon Go but you collect house hippos.
- Moo Deng Pocket Pet app.
- App for getting rid of and trading books you are never going to read.
- App that helps suggest layouts for furniture based on room size.



- App to help keep track of all your passwords.
- App that reminds you to take meat out of the freezer for dinner.
- App that identifies dog breeds.
- App that helps with meal planning that also teaches basic cooking skills.
- Weather app that is a digital snowglobe that reflects local weather.
- App that keeps track of all your dog's toys.
- Social media app that encourages use of proper grammar.

# Ideation Method

## Mind Mapping

Mind Mapping is when you take one key idea or problem, then write down all related ideas and connect them. This creates a map of your mental process.

For mind mapping I decided to focus on one idea that spoke to me the most, which is the idea of Hippo Sanctuary.



# Ideation Method

## Sketch Storm

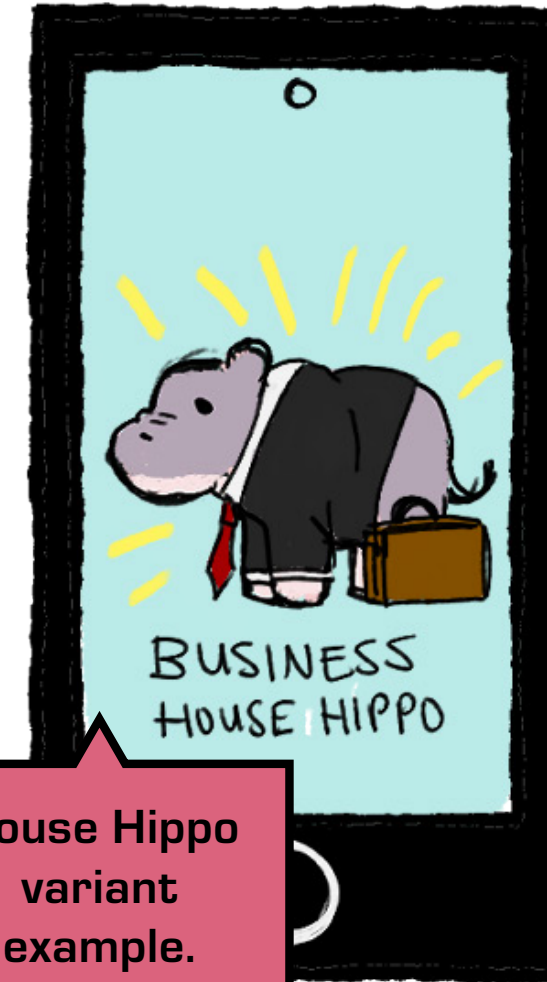
Sketch Storming is when you use sketching to explore design ideas. The drawings do not need to be perfect, but the drawings need to communicate the meaning.

To further develop the idea of Hippo Sanctuary, I did some sketches to mock-up what the app would actually look like, as well as the different functions of the app.

Catching house hippo with a house hippo trap



House Hippo variant example.

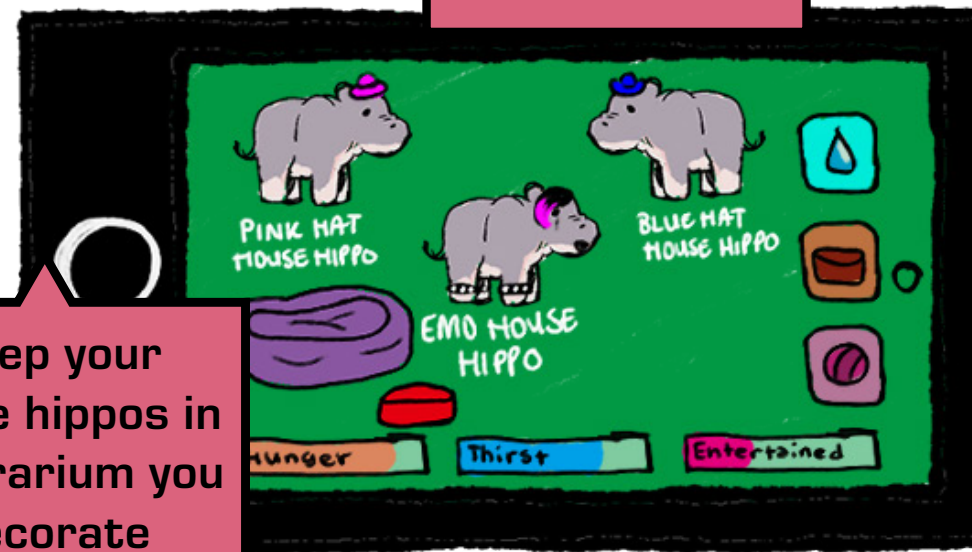


Take care of your house hippos or they will run away

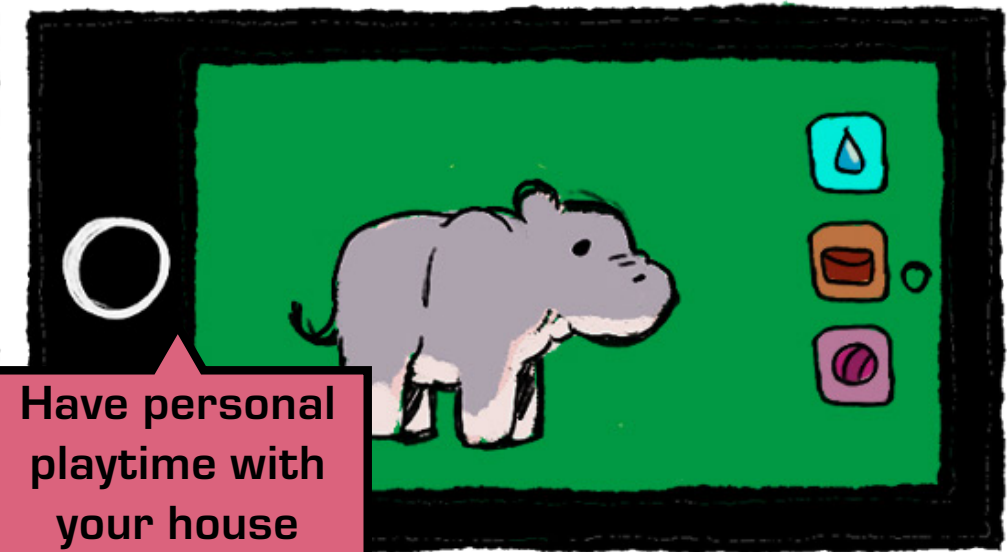


Different pages of the app

Keep your house hippos in a terrarium you decorate



Have personal playtime with your house hippos





# Conclusion

By using different methods of ideation, I was able to come up with a cohesive idea for my House Hippo Sanctuary App.

While one ideation method can certainly help to flesh out an idea, using multiple methods of ideation can help to think about an idea or problem in different ways, and come up with unique solutions and ideas.