



new Achievement Unlocked:
Human Centered Innovation



LVL 1



000100



NEW ACHIEVEMENT

UNLOCKED:

HUMAN CENTERED
INNOVATION



EMPATHIZE

DEFINE

IDEATE

PROTOTYPE

TEST





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28 YEARS IN EDUCATION

FAVORITE VIDEO GAME:
DIG DUG

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FAILURE IS A PART OF
THE PROCESS OF
PLAYING THE GAME.





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WHAT'S YOUR
FAVORITE GAME
FROM YOUR
CHILDHOOD?

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WHAT'S MISSING FROM THE MAP?

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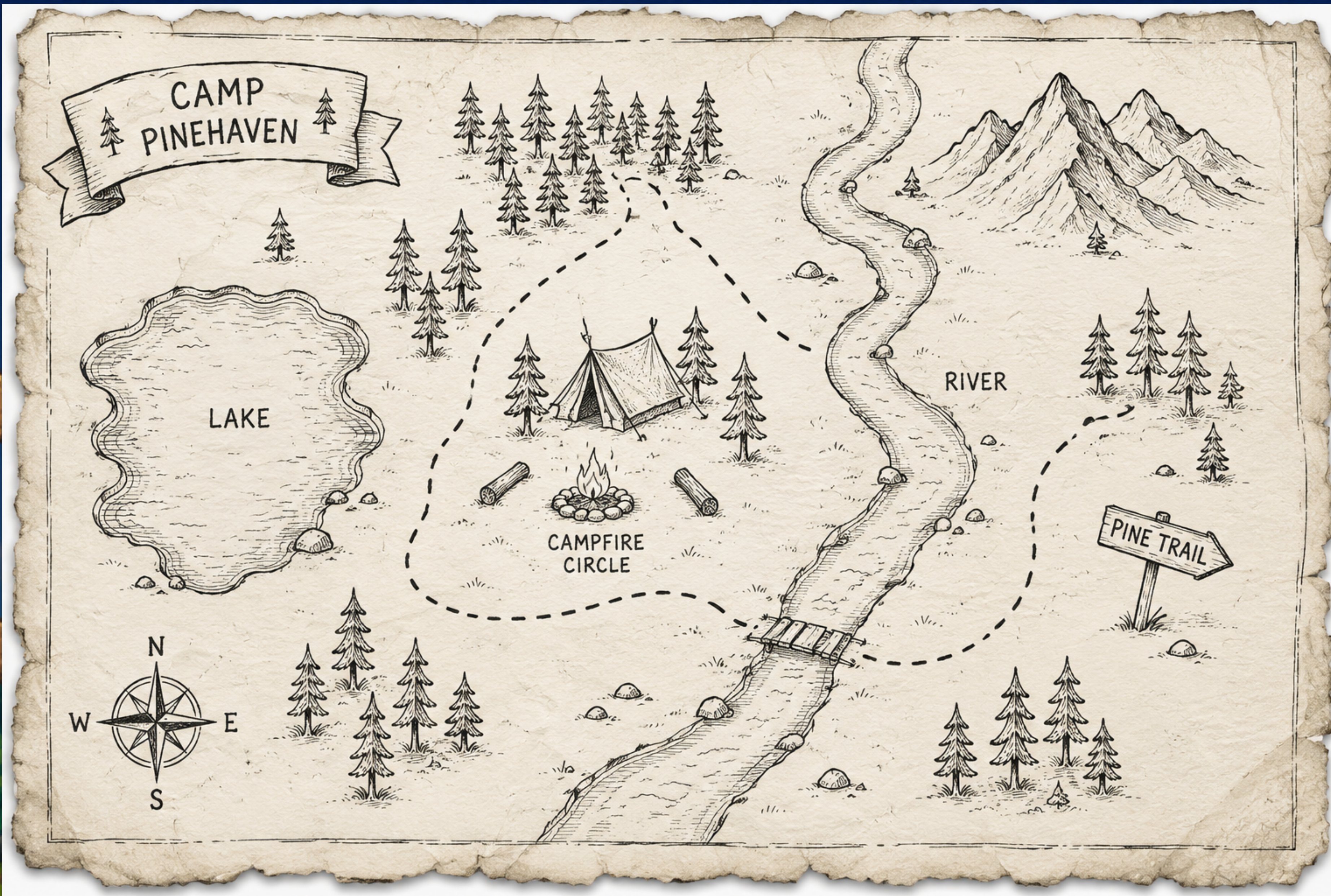
IDEATE

PROTOTYPE

TEST



WHAT'S MISSING FROM THE MAP?



What information is missing?

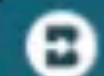
What important information might be missing from this map that could affect a successful camping trip?



What's next, Carl?



What important information might be missing from this map that could affect a successful camping trip?



Brisk It



Flash



Submit



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WHAT'S MISSING?

- Did we see everything? Did AI see everything?
- Innovation starts by identifying what we're NOT seeing.
- Before we solve problems, we have to understand them.

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WORST SCHOOL EVER

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05

MINUTES
00

Design the WORST school experience possible.

Rules:

- It must still technically be a school.
- The goal is maximum frustration.
- Give it a name.

Post your school here: mrhook.it/worst

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HUMAN
ONLY



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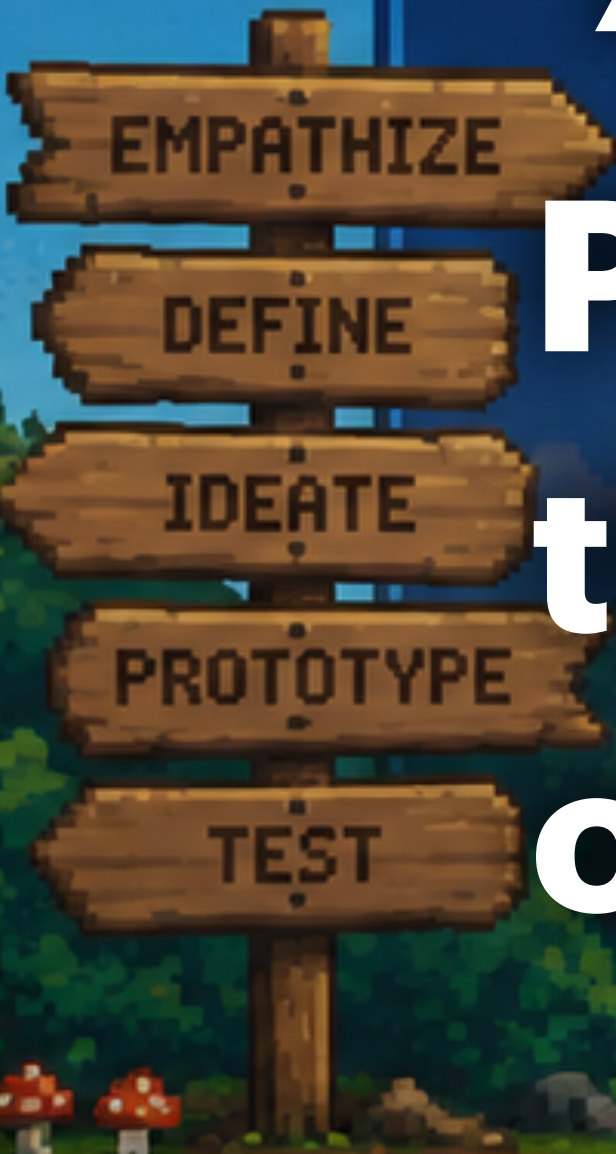


Part 2 - Ask AI to add some ideas for what would make the school. you designed even worse.

Post these “improvements” in the comment section of your original post: mrhook.it/worst



**USE OF AI
APPROVED**





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WORLD

WORLD

EMPATHIZE

DEFINE

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MINI

MELO

**Goal: For you and a
partner to come to the
same idea.**

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TEST

HUMAN
ONLY

Round 1

Player A

“ONE”

Player B

“TWO”

“THREE”

“Paris”

“Monument”

Round 2

Player A

“ONE”

Player B

“TWO”

“THREE”

“Eiffel Tower”

“Eiffel Tower”



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WORLD

WORLD

EMPATHIZE

DEFINE

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QUESTION MASTER

EMPATHIZE

DEFINE

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TEST





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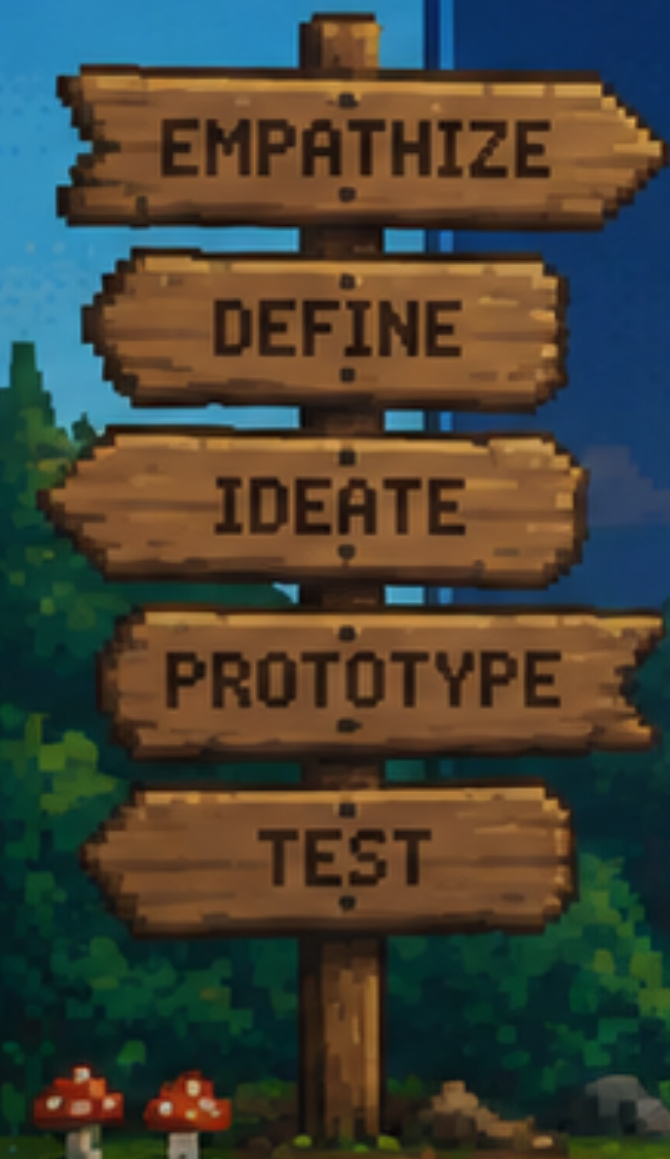
QUESTION MASTER

CHALLENGE:
STUDENTS AREN'T ENGAGED



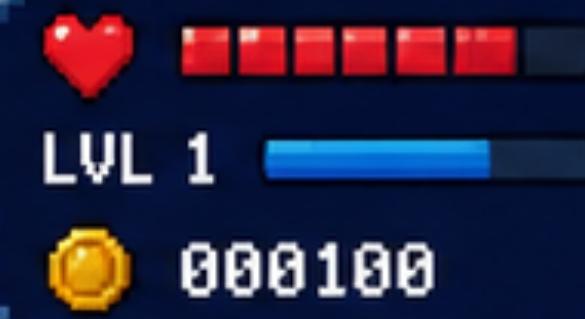
ROUND 1

Without AI – Write down three questions you would ask before trying to solve this problem.





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QUESTION MASTER

ROUND 2



PROMPT: I'm a design thinking team trying to understand this challenge: 'Students aren't engaged in class.' Give us 15 questions we should ask before trying to solve it. Focus on empathy, assumptions, and root causes.

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DEFINE

IDEATE

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TEST

USE OF AI
APPROVED



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QUESTION MASTER

ROUND 3



Find three questions that you think are the most valuable. Not AI's favorite. YOUR favorite.

DISCUSS AND SHARE

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DEFINE

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MYSTERY

CLIENT

EMPATHIZE

DEFINE

IDEATE

PROTOTYPE

TEST



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MYSTERY CLIENT

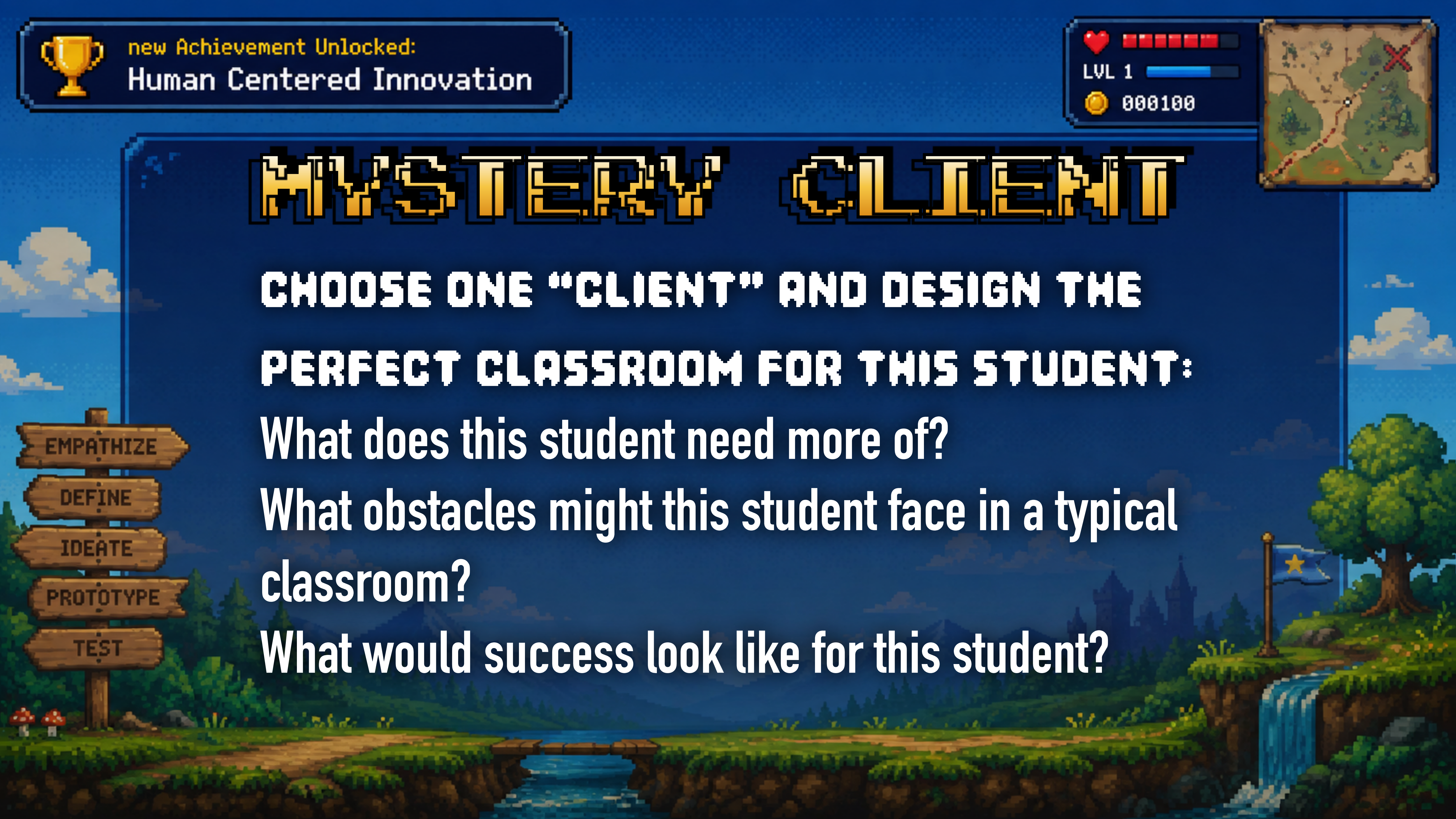
CHOOSE ONE "CLIENT" AND DESIGN THE
PERFECT CLASSROOM FOR THIS STUDENT:

What does this student need more of?

What obstacles might this student face in a typical
classroom?

What would success look like for this student?

- EMPATHIZE
- DEFINE
- IDEATE
- PROTOTYPE
- TEST





MAYA

The Perfectionist

High-achieving and
hard on herself.
Afraid to make
mistakes.



JADEN

The AI Optimizer

Tech-savvy and efficient.
Uses AI to get things done
quickly and move on.



SOFIA

The Invisible Student

Quiet, capable, and
overlooked.
Rarely speaks up.



MARCUS

*The "Why Are We
Doing This?" Student*

Questioning and skeptical.
Needs to see the purpose
to be engaged.



AVA

*The Student Who's
Always Busy*

Juggling school, activities,
and responsibilities.
Always on the go.



ELI

The Maker

Hands-on and creative.
Learns best by building,
tinkering, and exploring.



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MYSTERY CLIENT

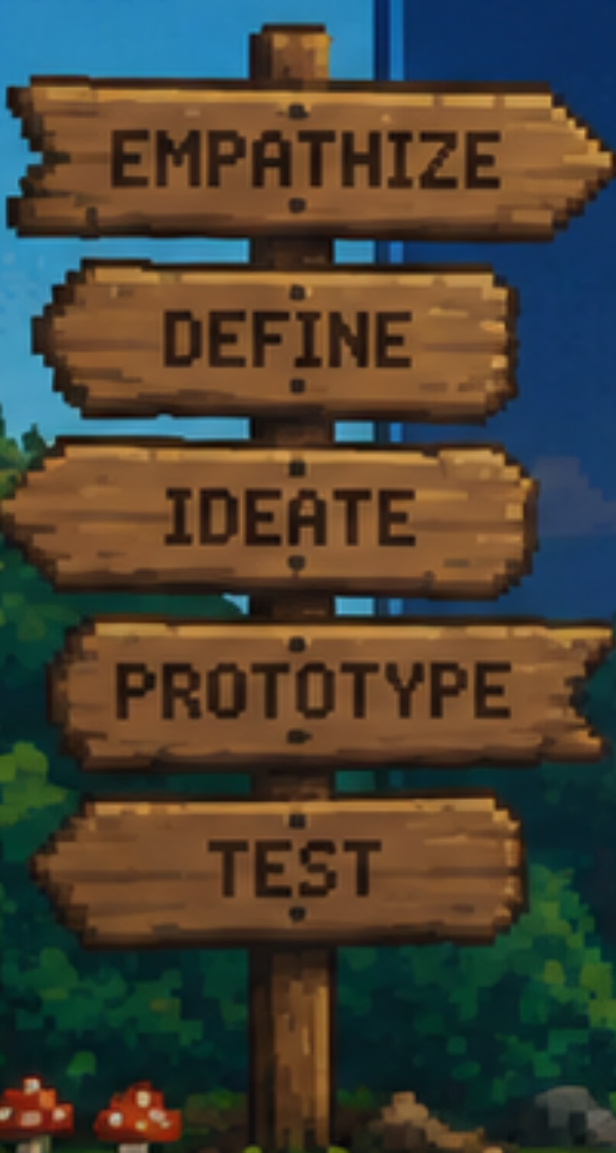
**CHOOSE ONE "CLIENT" AND DESIGN THE
PERFECT CLASSROOM FOR THIS STUDENT:**

What does this student need more of?

**What obstacles might this student face in a typical
classroom?**

What would success look like for this student?

Post ideas here: mrhook.it/client





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DESIGN

A LESSON

BOSS BATTLE

EMPATHIZE

DEFINE

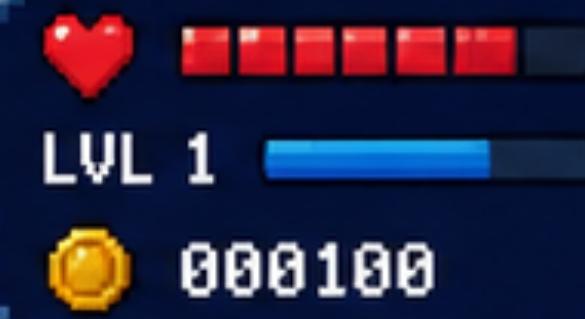
IDEATE

PROTOTYPE

TEST



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PICK YOUR MISSION

Your group chooses ONE:
Teach the Plant Life Cycle
Master Multiplication Facts
Explore Story Elements
Explain Metamorphosis
Build a Better Community
Or Choose Your Own



EMPATHIZE

DEFINE

IDEATE

PROTOTYPE

TEST



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GENERATE A LESSON

**Have the AI tool of your choice
create a lesson on the topic
you chose. Add any other
additional information to make
it a more impactful lesson.**



EMPATHIZE

DEFINE

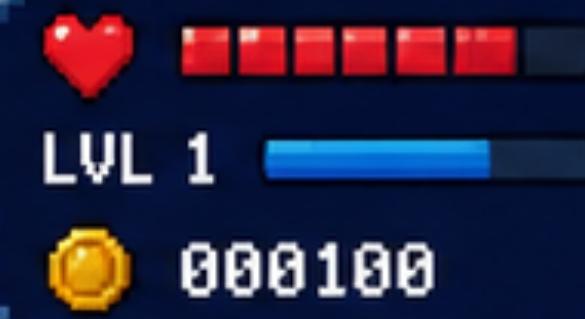
IDEATE

PROTOTYPE

TEST

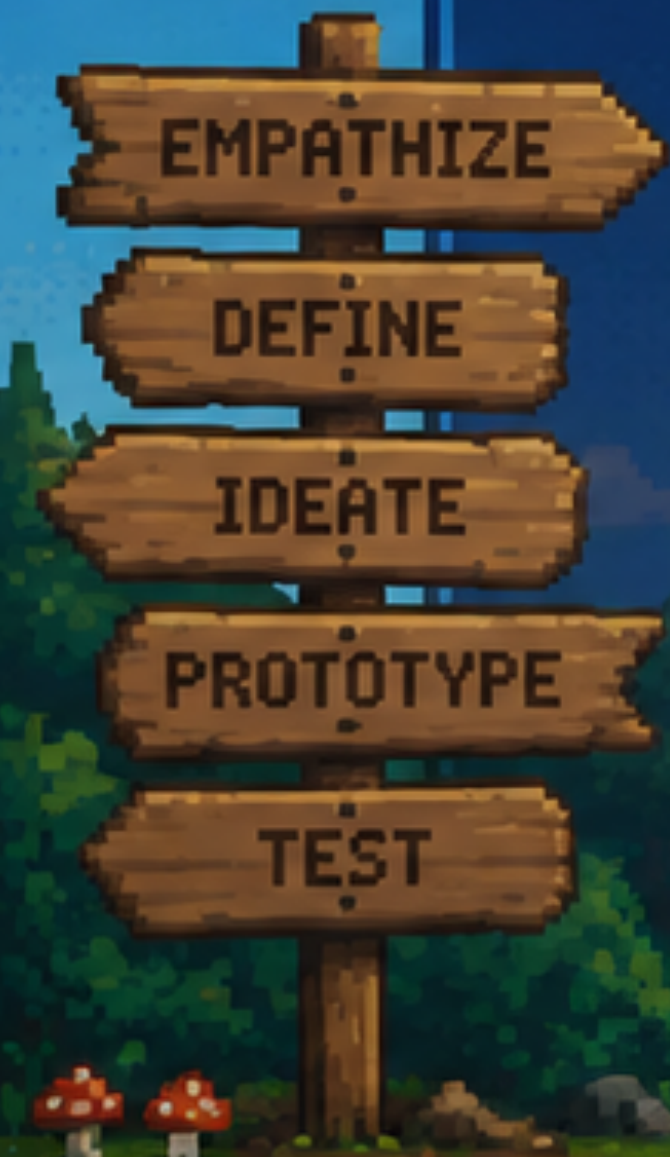


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LEVEL UP

**Choose two Building
Code cards.
Have AI re-design the
lesson with the given
constraints.**





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POWER UP

**Choose two more
Building Code cards.
You can NOT use AI for
this part.**

EMPATHIZE

DEFINE

IDEATE

PROTOTYPE

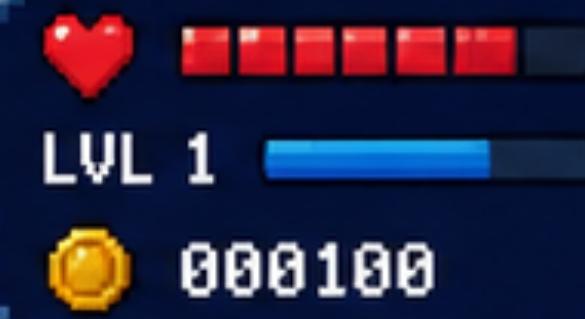
TEST

02

MINUTES
00

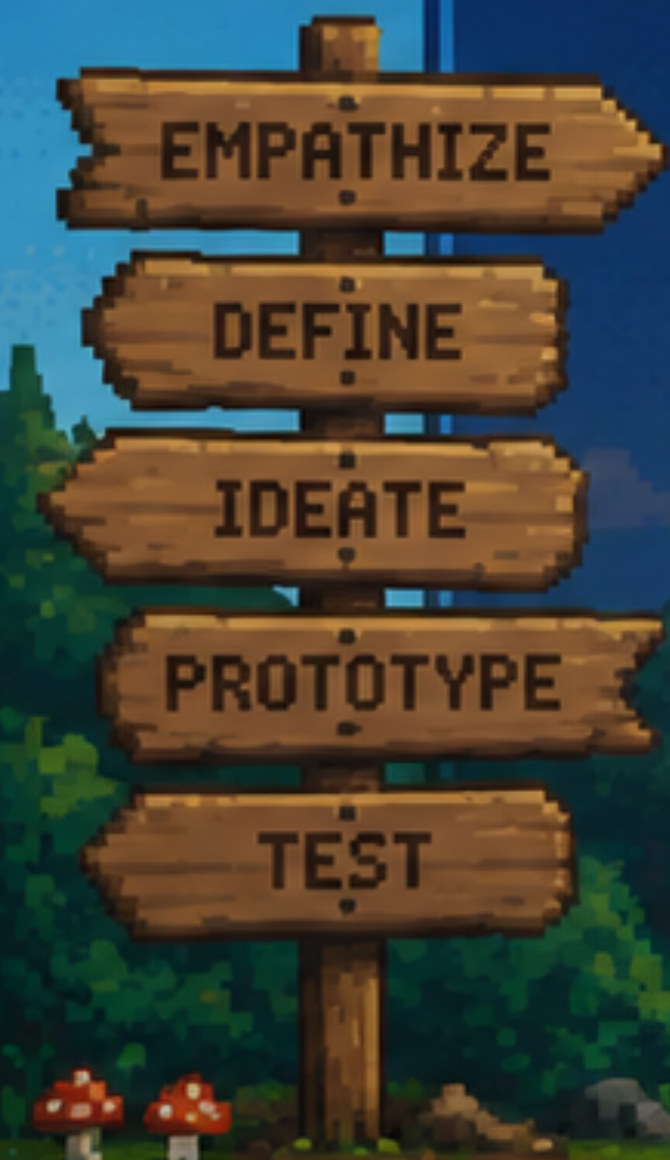


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FINAL BOSS BATTLE

**Choose one final card.
You can only use AI for
brainstorming. The team
must decide the best
solution.**



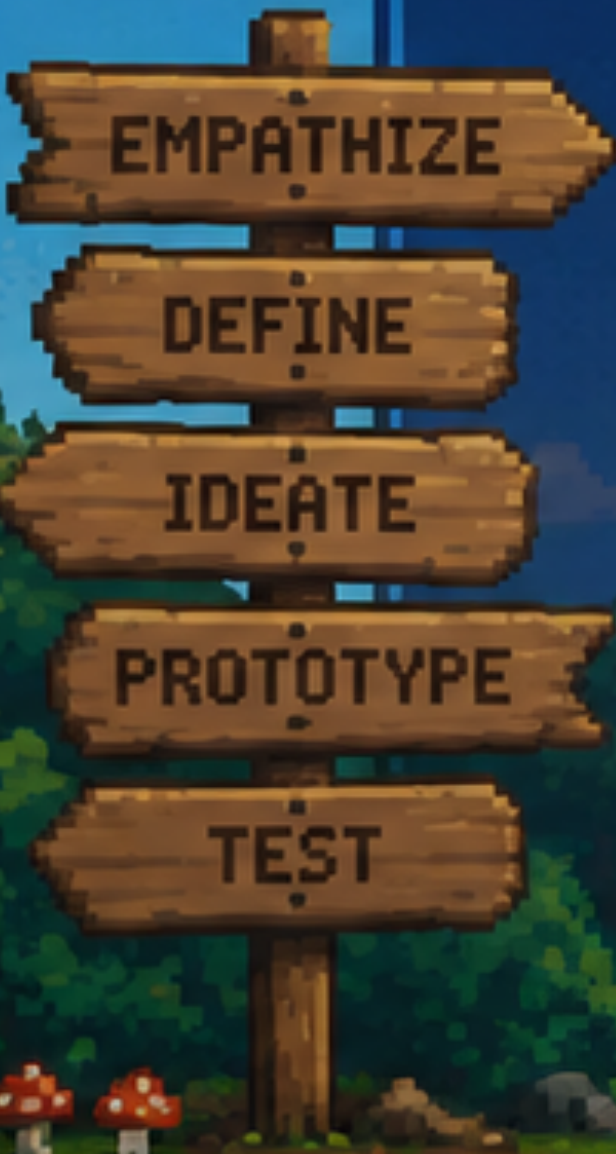


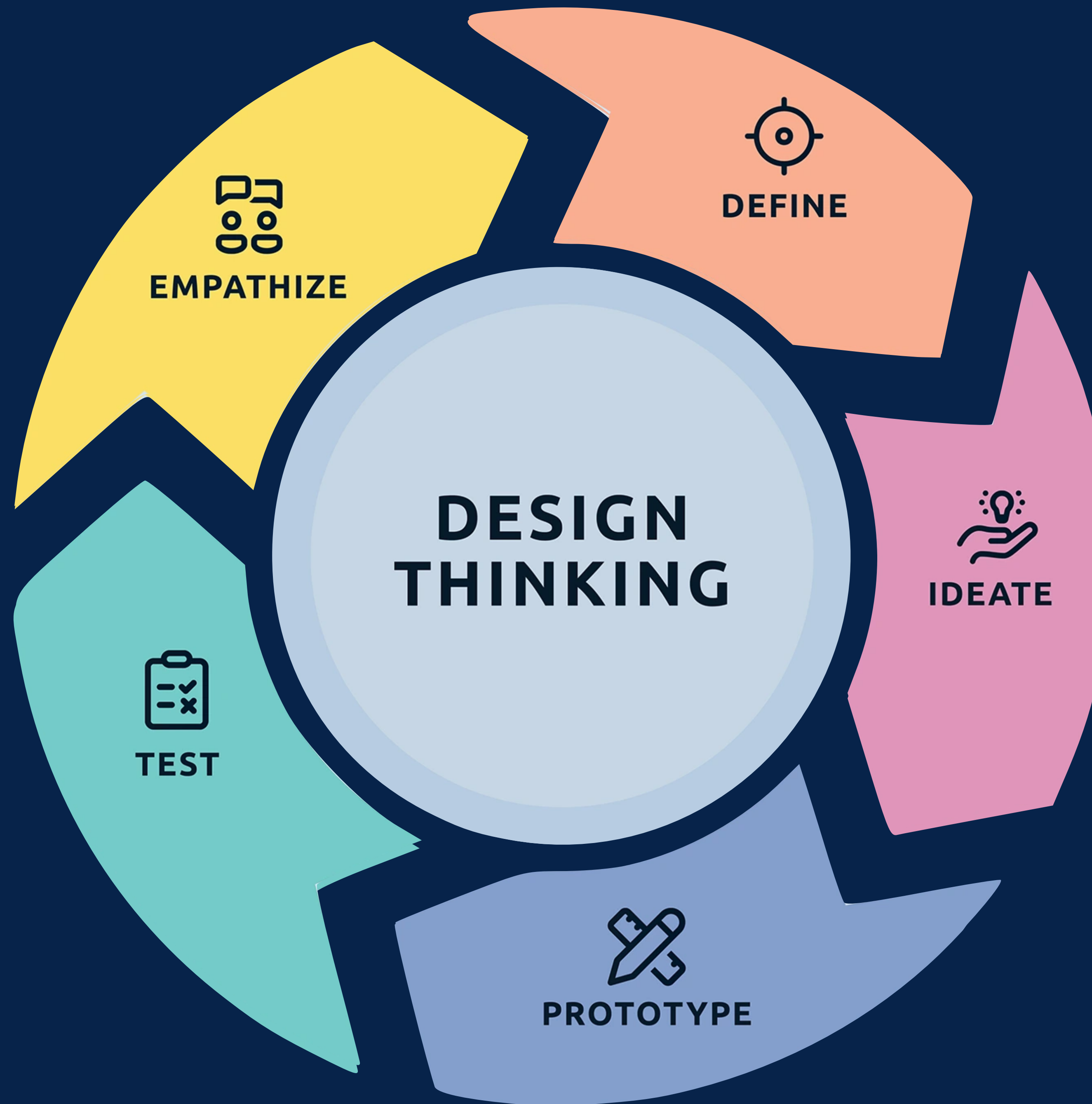
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MISSION DEBRIEF

- Which constraint forced your biggest redesign?
- Did AI solve the problem...or help you think differently about it?
- How different was your original idea to your final one?







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100

1



100

100



HUMAN-CENTERED INNOVATOR

YOU'VE LEARNED THAT...

- Curiosity beats certainty.
- Constraints fuel creativity.
- AI expands possibilities.
- Empathy guides decisions.
- Iteration creates innovation.

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Slides & Resources:

mrhook.it/tech26

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