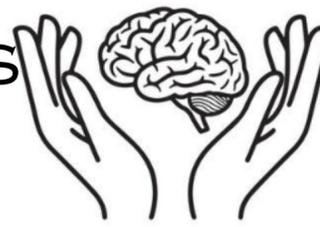




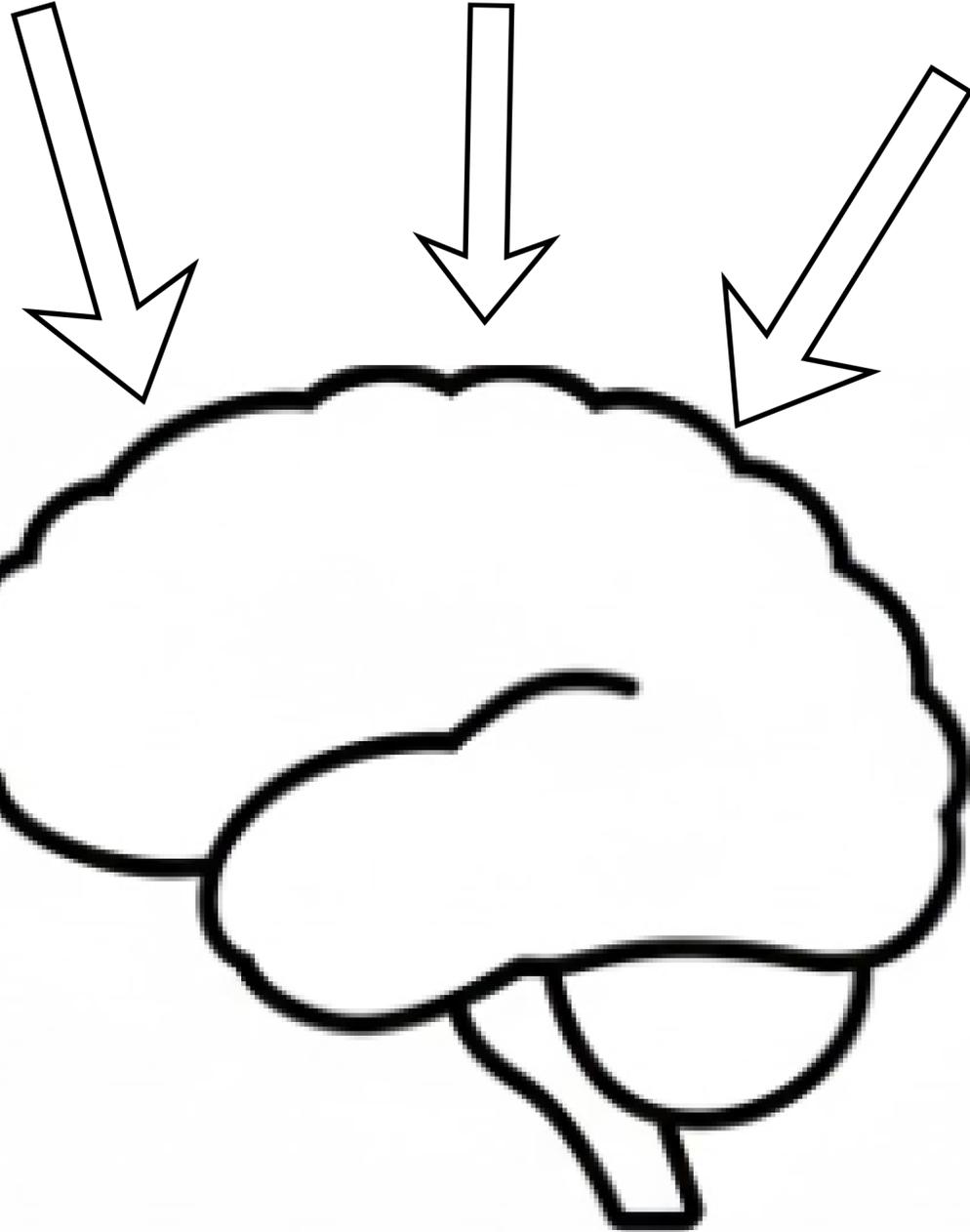
This template visually represents the process of designing a problem statement by illustrating the three key phases: Gathering (collecting diverse information), Sorting (prioritizing or categorizing insights, often using a pyramid model), and Selecting (refining and articulating the final, user-centered statement).

DESIGN PRINCIPLES

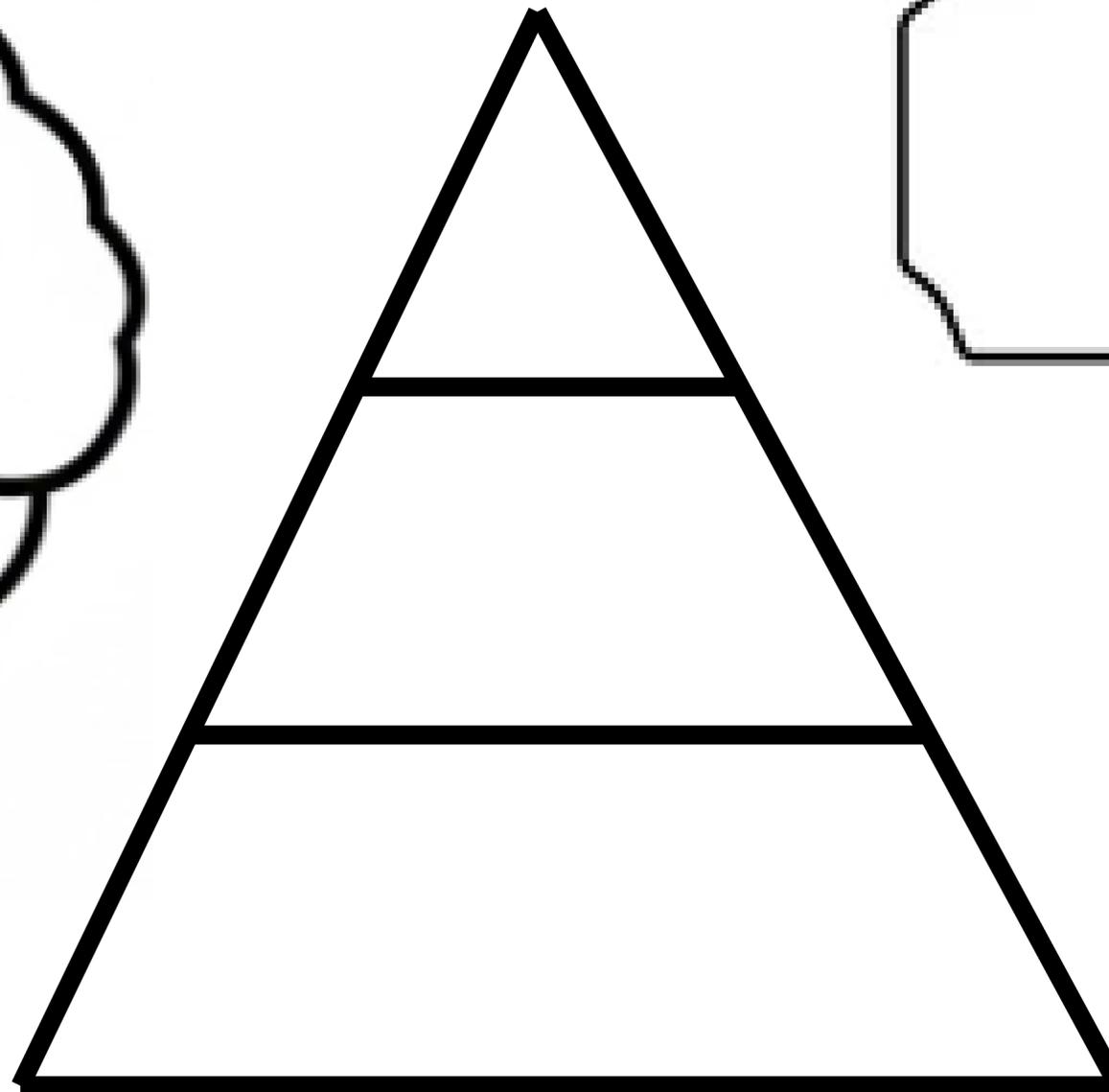


DT-DP-PRI-02

Gathering



Sorting



Selecting

