



The problem statement in Design Thinking is a concise, user-centered declaration that clearly defines the core challenge you need to solve, often structured to reflect the user's need and the underlying insight

PROBLEM STATEMENT



DT-PS-DEF-01

<p>why? </p> <p>Why is this vital now? Solutions do not work well. Society and industry need this.</p>	<p>who? </p> <p>Users are beneficiaries always. Who are all involved? Stakeholders are key people.</p>	<p>what? </p> <p>What problem must be solved? What is the knowledge gap? Tools currently cause pain.</p>	<p>when? </p> <p>When must we intervene now? When does failure happen? Results must be impactful soon.</p>	<p>where? </p> <p>Where is solution applied? Problem is worst where now? Location is very important.</p>	<p>How? </p> <p>How are users coping? Existing system works how? New approach changes outcomes.</p>
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PROBLEM STATEMENT ITERATIONS (THE POINT OF VIEW - POV)

Use the insights from Section 1 to craft and refine your Point of View (POV) statement, often beginning with a "How Might We" (HMW) question.

ITERATION 1



ITERATION 2

ITERATION 3



HOW MIGHT WE _____

FOR _____

WHO NEED/DESIRE, SO THAT _____

TAKING INTO ACCOUNT _____

HOW MIGHT WE _____

FOR _____

WHO NEED/DESIRE, SO THAT _____

TAKING INTO ACCOUNT _____

HOW MIGHT WE _____

FOR _____

WHO NEED/DESIRE, SO THAT _____

TAKING INTO ACCOUNT _____
