

A E I O U

Design Thinking Worksheets:

AEIOU Design Thinking Worksheets developed by Mark Baskinger and Bruce Hanington is an interrelated framework that guides designers in thinking through a problem or scenario from a variety of perspectives: activities, environments, interactions, objects, and users. They are useful in organizing thoughts, observations, and ideas into distinct categories. AEIOU differs from our Drawing Ideas Quick-Start Worksheets in its formality and strict adherence to these five dimensions of a design space.

The AEIOU framework is credited to Rick Robinson, Ilya Prokopoff, John Cain, and Julie Pokorny, then at the Doblin Group in Chicago, in 1991. Rick Robinson then carried the framework to E-Lab LLC, where it appeared in company publicity materials in the late 1990s.

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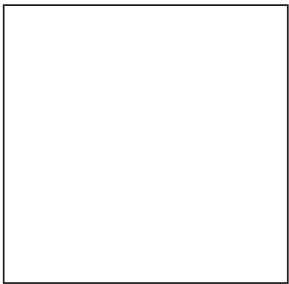
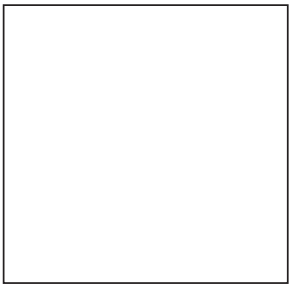
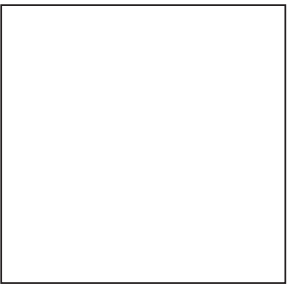
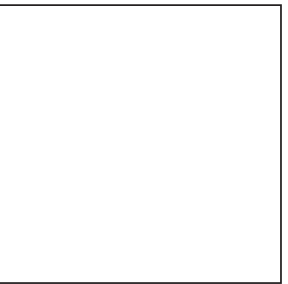



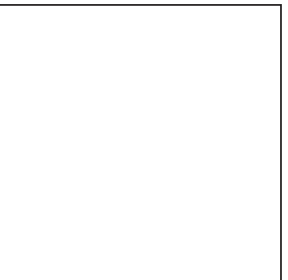
Activities are goal-directed sets of actions. What are the pathways that people take toward the things they want to accomplish, including specific actions and processes? How long do they spend doing something? Who are they doing it with?

General Impressions/Observations

Elements, Features & Special Notes

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Sketch Summary of Activities

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Environments include the entire arena where activities take place. For example, what describes the atmosphere and function of the context, including individual and shared spaces?

General Impressions of the Theme, Style, Materials & Atmosphere

Elements, Features & Special Notes

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Floorplan

Scenes

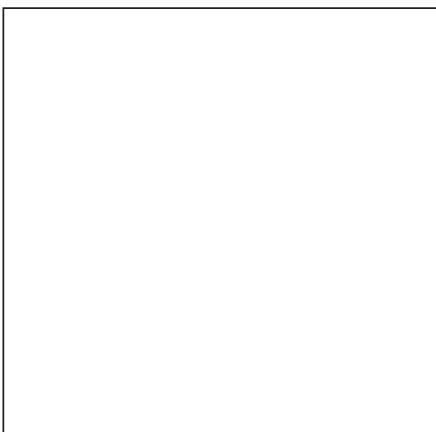
Interactions are between a person and someone or something else, and are the building blocks of activities. What is the nature of routine and special interactions between people, between people and objects in their environment, and across distances?

General Impressions/Observations

Elements, Features & Special Notes

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Scenes of Interactions

		
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O

Objects are the building blocks of the environment, key elements sometimes put to complex or even unintended uses, possibly changing their function, meaning and context. For example, what are the objects and devices people have in their environments, and how do these relate to their activities?

General Impressions of the Theme, Style, Materials & Atmosphere

Sketch Inventory of Key Objects

U

Users are the people whose behaviors, preferences, and needs are being observed. Who is present? What are their roles and relationships? What are their values and prejudices?

General Impressions of People in This Context

Sketch Inventory of People

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Sketch Scenes of Users in Context

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