This is not an exhaustive list of every term you may hear in the discussion of design thinking, but it's a good start to getting your colleagues sounding like pros!

**Analogous:** Drawing inspiration from a solution from another field or industry that shares a commonality with the problem being explored

**Constraints:** What you can't change about a problem

**Empathize:** To set aside one's own assumptions about the world in order to gain insight into the users and their needs

**Human-Centered Design:** Design thinking is a human-centered design approach. It focuses on research about the proposed users: Who are they? What do they want/need? How do they behave?

**Ideation:** Generating a lot of ideas

**Insight:** Unique qualities about a user that inform the design

**Iterative:** The cyclical process of prototyping, testing, analyzing, and refining a product or process

**Interdisciplinary:** Combining or involving two or more academic disciplines or fields of study

**Persona:** A fictional character created to represent user types; used to help to understand the users' needs, experiences, behaviors and goals
Prototype: An early model of a concept built to test and receive feedback iteratively and learn from that feedback.

- **High-fidelity Prototype:** A prototype that simulates the functionality of the final product; it may not be entirely polished, but it is more than mock-up

- **Low-fidelity Prototype:** A tangible and testable artifact that illustrates the design concept, but is not yet functional; for example, a hand-drawn mockup of a digital solution

- **MVP:** Minimum viable product; often used synonymously with "prototype," it is a pared down version of a product that can gather the maximum amount of feedback from users with the least amount of time, effort, and resources to produce it

**User:** The person or group of people designers design with and for