**designdice™** is a learning & teaching tool – designed initially for undergraduate graphic design students, but with the scope to be developed for any design or 'problem solving' discipline across (potentially) secondary, further, higher and professional applications. The tool is essentially a series of conceptual prompts, framed within a set of co-ordinated dice, that remind, provoke or challenge students to reflect on their process to-date.

It has been through progressive stages of development since 2010, and was published by Wild Goose-Media Ltd in June 2018. The project itself has been developed externally from Falmouth University, but research time has been used for the trials with students in the UK & Europe, the writing of an unsuccessful HEA funding bid, delivery of a published conference paper (Cumulus 2017) and both public & conference lectures (Birmingham Design Festival & GDEN2018).

The thinking behind the project is now feeding plans for a book that considers the broader notion of 'Framing Creativity' (working title) with Dion Star at Falmouth, which is in development (2018/19) with intended publication in 2019.

September 2018

www.designdice.co.uk
www.wildgoose-media.com
Risk
**USE**
The main idea is simple: the dice work when you are unsure where to start, are feeling stuck, need a change in direction, or want to take a sideways leap in your thinking. You roll one (or more) of the dice – which in turn offers a key-word prompt, linking a series of creative responses, encouraging breadth and depth to your thinking. Every word is interpreted by you in the light of the project you are working on, so the meaning of each suggestion changes with each new context. Even though there are a fixed number of words, there are arguably an infinite number of combinations. The more you use it, the richer it becomes.

**COLOUR**
Dice are grouped thematically by colour, each relating to a typical stage in a creative process.

**PROMPT**
Each dice face has a key-word prompt. You are invited to respond to each word in the light of the context of your project, and there are no wrong interpretations – only different perspectives (and therein lies the beauty of the dice).

**CONNECT**
Possibilities grow from making connections between old ideas. "Too tight" is your head. Visualise – join-the-dots in your thinking, and with the people around you.

Visit us at [designdice.co.uk](http://designdice.co.uk)
A creative tool to aid design thinking, idea generation & problem-solving. Created by designers for designers.

designdice™

Easy-to-use & infinitely adaptable, designdice™ is a simple framework of conceptual triggers that will help you plan a project, broaden your research, develop your ideas and tailor your final outcome.

designdice™