

(almost)  
**MAKING ^ ANYTHING FUN**  
AN EXPERIENCE DESIGN WORKSHEET



**STEP 1: IDENTIFY**

**I WANT TO MAKE \_\_\_\_\_ MORE FUN.**

(fill in the blank)

**STEP 2: IDEATE**

**IN EACH CATEGORY, SKETCH (STICK FIGURES) AND DESCRIBE (ONE SENTENCE) HOW YOU'D MAKE \_\_\_\_\_ MORE FUN.**

(same answer as above)



**CATEGORY: UNEXPECTED SETTING (BOXES A - C)**

**A.**

ONE SENTENCE  
DESCRIPTION: \_\_\_\_\_

**B.**

ONE SENTENCE  
DESCRIPTION: \_\_\_\_\_

**C.**

ONE SENTENCE  
DESCRIPTION: \_\_\_\_\_

**CATEGORY: UNEXPECTED ACTIVITY (BOXES D - F)**

**D.**

ONE SENTENCE  
DESCRIPTION: \_\_\_\_\_

**E.**

ONE SENTENCE  
DESCRIPTION: \_\_\_\_\_

**F.**

ONE SENTENCE  
DESCRIPTION: \_\_\_\_\_

**CATEGORY: UNEXPECTED SENSES // TASTE, TOUCH, SMELL, SOUND, SIGHT (BOXES G - I)**

**G.**

ONE SENTENCE  
DESCRIPTION: \_\_\_\_\_

**H.**

ONE SENTENCE  
DESCRIPTION: \_\_\_\_\_

**I.**

ONE SENTENCE  
DESCRIPTION: \_\_\_\_\_