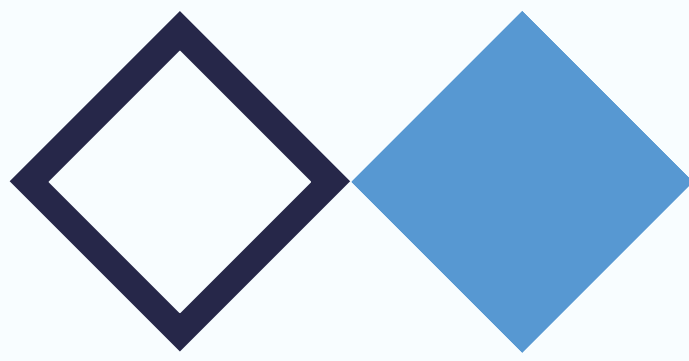


How to: How Might We...?

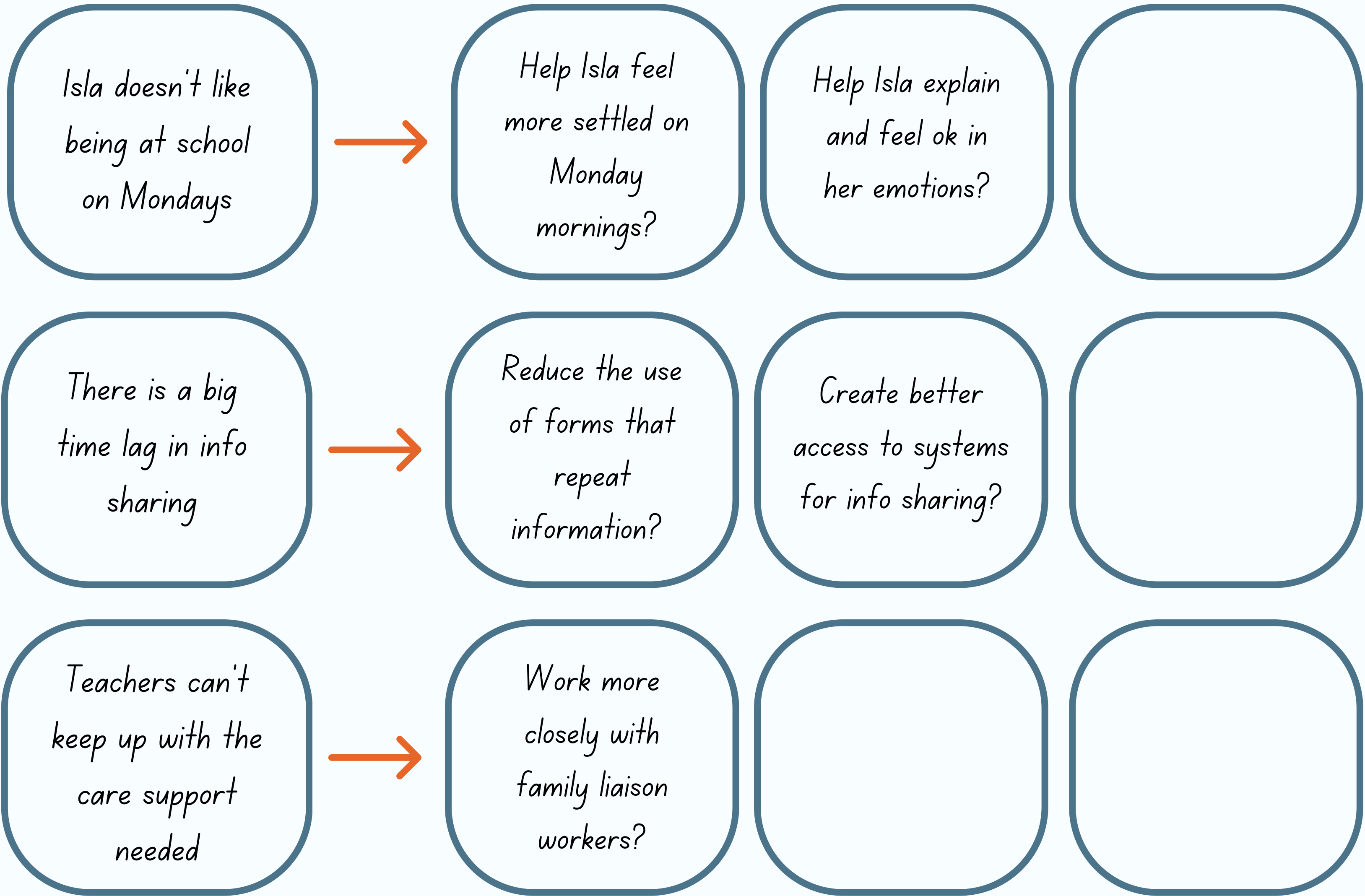


Isla's Story

Scotland's Independent Care Review used what it heard from real children and young people to create **composite stories** about the care system. These are stories about fictional people, made up from experiences which actually happened.

Isla's story is one of these, and has been used in the example below.

Focus Areas/Pain Points How Might We...



Using this tool

What it's for

It's a lot easier to generate ideas when you ask the right questions. The ideas you have will be even better when using a structure that opens up possibilities through a sense of optimism.

How Might We questions are a great way of starting to turn the problem towards potential change. They also help your co-design team become clearer about what you want your ideas to achieve.

How it's used

You've probably realised that a lot of design work is about mindset, and How Might We (**HMW**) questions really reflect that!

How = Opens up possible solutions
Might = Keeps us open-minded and not fixed on a solution
We = Ensures we approach it collaboratively and inclusively

- For each area of focus, come up with as many HMW questions as you can. Don't hold back: you'll narrow them down later.
- Make sure your HMW questions are based on insights you've discovered.
- Avoid putting solutions into your questions.
- There's a sweet spot for HMWs: too broad and they won't generate tangible ideas; too narrow and they won't open up creative ideas.
- Use positive phrases like **improve** instead of **fix**.

When to use it

If you want to get started on idea generation, come up with HMW questions first: they'll keep you focused on the problem and its possible solutions.