

# Workshop Sessions: We are here to engage in the following activities

Engaging Stakeholders

Measuring Impact

## Ice-breakers

## Introduction

## Understanding Personas

## Empathy Mapping

## Prioritization

## How Might We?

Designing an alarm clock and sharing it within a group

Sharing the results of our previous exploration

Understanding the assigned persona

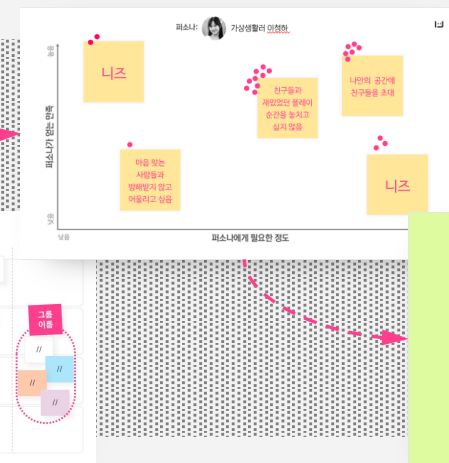
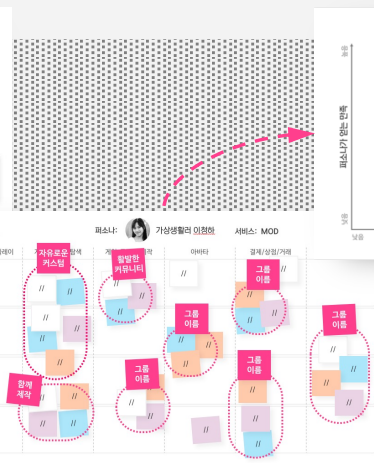
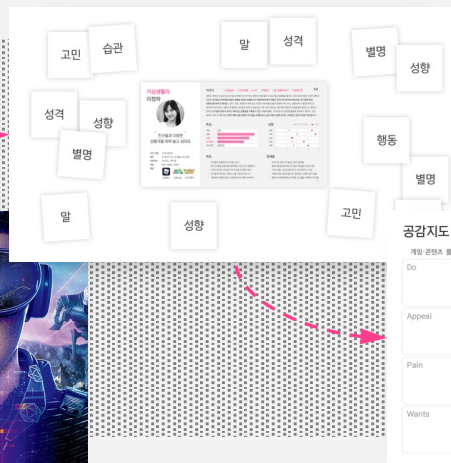
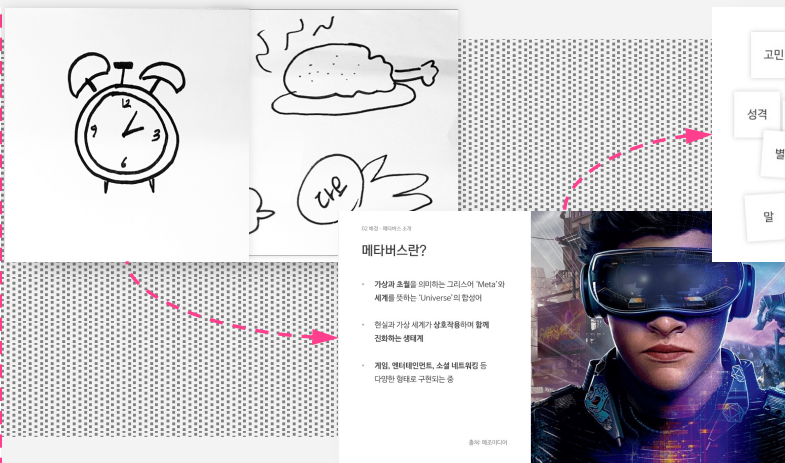
Building an empathy map & Defining the core needs

Categorizing · prioritizing the core needs

Defining key questions to trigger actions

Pre-Workshop Survey

Post-Workshop Survey



어떻게 하면  
가상 생활러 청하 가  
게임 플레이를 쉽고 빠르게 기록할  
수 있을까?

Post-Workshop Survey

# Our Expectation: What we expect from you today during the workshop

## Empathy



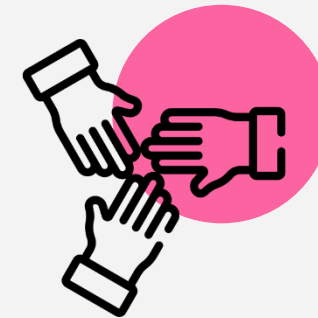
Developing empathy and gaining understanding of the users

## Sharing



Sharing ideas with colleagues from diverse teams & backgrounds

## Cocreation



Defining the goals of MapleStory Worlds in a collaborative setting