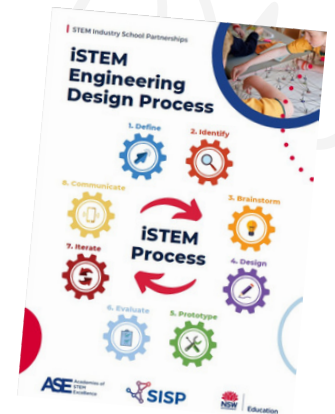# Fire-Ed Up — Define the Problem!

What makes a good Design Brief?

An integral part of the iSTEM Engineering Design process is the definition of a meaningful and actionable, statement. This is one of the most challenging parts of the process, as the definition of a problem also (known as the **design brief)** will require careful consideration.

The design brief will guide you and your team's work and will kickstart the ideation process.

A Design brief statement should have the following traits. It should be:

- **Human-centred.** This requires you to frame your design brief statement according to specific users, their needs and the insights. The brief should be about the people the team is trying to assist, rather than focusing on aspects such as; technology, money or product details.

- **Broad enough to be creative.** This means that the design brief should not focus too narrowly on a specifics regarding the implementation of the solution.

- **Narrow enough so it can be achieved.** On the other hand, a design brief such as, "Stop all wildfires Worldwide," is too broad and will likely cause team members to easily feel daunted. Design briefs should have sufficient constraints to make the project achievable.

How to produce a Design Brief?

In order to produce a good design brief statement you need to clearly define, 'What is the problem you are going to solve'? In the Fire-Ed Up challenge you have been given three different scenarios from which your team has selected one to develop into a design project.

In order to define the problem you must **first analyse the problem** then **brainstorm** potential problems to be solved related to that scenario and develop a better understanding of who you are designing the solution for.