

# FOUR CORNERS

## WHY:

*Because the way you give and receive feedback can have tremendous impact.* Keeping feedback simple, timely, specific, kind and in a framework like this can help with sense-making and next steps.

Receiving feedback can be easier when it's framed the right way, too. Remember, feedback is a gift - so treat it that way. What you do with the gift is up to you (remember that ugly sweater your grandma gave you that's still collecting dust in the closet - or the gift you never knew you wanted but it's just PERFECT).

## HOW:

As you listen, engage with or experience a prototype, use the tool to help categorize and cluster your feedback for the benefit of the designers. If you're on the receiving end of feedback, be sure to set aside time to go through the feedback with your team and identify next steps. Remember, you don't have to act on all feedback and change course - but you should listen to all feedback for new perspectives.

## COMPASS ORIENTATION:

**DESIGN** **CRITIQUE** Feedback is a valuable form of critique that helps a designer align and fine-tune a solution to users' needs. After all, it's about the human we are designing with, and their opinions matter! This type of critique is invaluable to design work for reexamination and increasingly improving versions.

## NOTES



## CORE GAUGE:

EMPATHY ○ ○ ○ ○ ○

FEEDBACK ● ● ● ● ●

PROTOTYPE ○ ○ ○ ○ ○

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Things I like most

Things that could be improved

Things I don't understand

New ideas to consider

