

# Question, Answer, Better Question

## An Interactive Design Tool

Start a conversation with yourself. This design tool was created to help document the synthesis of an initial idea to a nuanced project concept. We all have conversations like this with ourselves in our own heads, so here is a way to get it down on paper.

### How To Use:

#### 1. Problem you are trying to solve

Put your big problem here. This should be the first and most high-level version of your problem statement, so don't worry about having anything refined.

#### 2. Question

Use this field to phrase your problem as a question. Your first question should be something related to your problem, and your next questions will be related to what you might still need to discover.

#### 3. Answer

Answer your question here. It doesn't need to be detailed or perfect, just an idea of what you think an answer could be.

#### 4. What's still unknown

Think about your question and answer. What do you think you might not have a complete grasp on yet? Put that here.

#### 5. New problem statement

Based on everything you have discovered by talking the problem through with yourself, rephrase your problem to account for the nuance you have discovered through the process.

#### 6. Bias

Think about factors that might be shaping your understanding of the problem or the types of questions you are asking yourself. Put them here. This is a good space for a bit of self-reflection and can help you be more aware of your potential biases as you move forward in your project.

#### 7. Who might know more about this than me?

Jot down a couple of people, groups of people, or networks of people who might be able to give you a more detailed or nuanced perspective on your problem. This is a great reference point for later user research.

The screenshot shows the 'Question, Answer, Better Question' form. It has a title and subtitle at the top. Below that are fields for 'Project Name' and 'Version'. The main content is a series of numbered steps: 1. 'What's the problem I'm trying to solve?' (text input), 2. 'Initial question' (text input), 3. 'Answer' (text input), 4. 'What's still unknown?' (text input), 2. 'New question' (text input), 3. 'Answer' (text input), 4. 'What's still unknown?' (text input), 2. 'New question' (text input), 3. 'Answer' (text input), 4. 'What's still unknown?' (text input), 2. 'New question' (text input), 3. 'Answer' (text input), 5. 'What's the new problem statement?' (text input). On the right side, there are two large text areas: 'How might I be biased?' (step 6) and 'Who might know more about this than me?' (step 7). At the bottom, there is a Creative Commons BY license icon, the text 'Created and Designed by Martin Seal', and the website 'martin-seal.com'.

Question, Answer, Better Question by Martin Seal is licensed under a Creative Commons Attribution 4.0 International License. To view a copy of this license, visit <http://creativecommons.org/licenses/by/4.0/>.



# Question, Answer, Better Question

## An Interactive Design Tool

Project Name: \_\_\_\_\_

Version: \_\_\_\_\_

What's the problem I'm trying to solve?

Initial question

Answer

What's still unknown?

New question

Answer

What's still unknown?

New question

Answer

What's still unknown?

New question

Answer

What's the new problem statement?

How might I be biased?

Who might know more about this than me?

