FIRST PRINCIPLES + ANTICIPATORY DESIGN

"ATOMIC THINKING → FUTURE-PROOFING"

BREAK PROBLEMS TO CORE TRUTHS, THEN DESIGN FOR FUTURE SCENARIOS.

ASK: *"WHAT'S ABSOLUTELY TRUE ABOUT THIS PROBLEM?"*

BRAINSTORM: *"HOW MIGHT THIS SOLUTION FAIL IN 5 YEARS?"*

PROMPT: "WHAT'S THE UNSHAKABLE CORE? WHAT FUTURE CHANGE WOULD BREAK IT?

COMBINATORIAL DESIGN + CIRCULAR SYSTEMS

"MIX & MATCH → ZERO WASTE"

GRID DESIGN VARIABLES, THEN MAP SUPPLY CHAIN LOOPS.

GRID: *MATERIALS, ENERGY, USER TOUCHPOINTS*

AUDIT: *"CAN EVERY OUTPUT RE-ENTER THE SYSTEM?"*

PROMPT: "WHAT COMBO CUTS WASTE? WHERE DOES WASTE GO NEXT?

BEHAVIORAL A/B TESTING

"DATA + DARK PATTERNS"

TEST FOR DELIGHT, NOT JUST CLICKS—FLAG MANIPULATIVE DESIGN.

QR code

MAKE TWO VARIANTS :

- *VARIANT A: OPTIMIZED FOR SPEED.*
- *VARIANT B: OPTIMIZED FOR TRUST.*

PROMPT: "WHICH VERSION FEELS HONEST? WHICH ADDICTS USERS?

DESIGN FOR DISASSEMBLY + EMOTIONAL DURABILITY

"SNAP APART → LOVE FOREVER"

FEWER PARTS, MORE MEANING.

WORK *WITH STANDARD FASTENERS (E.G., SCREWS, NOT GLUE).*

ADD *USER-CUSTOMIZABLE ELEMENTS*

PROMPT: "WHAT'S THE EASIEST REPAIR? WHAT MAKES IT IRREPLACEABLE?"

TOLERANCE ERROR + NEURODIVERSITY

"MISTAKE-FRIENDLY → MIND-FRIENDLY"

DESIGN FOR SLIPS AND SENSORY DIFFERENCES

ADD UNDO PATHS AND CLEAR ERROR STATES.

TEST WITH NEURODIVERGENT USERS.

PROMPT: "WHAT 'OOPS' IS UNFORGIVING? WHAT'S OVERWHELMING?"

SCAMPER

"RETHINK THE USUAL → DESIGN THE UNUSUAL"

EXPLORE TWEAKS, SWAPS, MERGES, AND REVERSALS TO UNLOCK INNOVATION.

GRID: *SUBSTITUTE, COMBINE, ADAPT, MODIFY, PUT TO ANOTHER USE, ELIMINATE, REVERSE*

AUDIT: *"HAVE YOU EXPLORED ALL 7 WAYS TO CHANGE IT?"*

PROMPT: "WHAT SHIFT LEADS TO VALUE? WHAT DOES THE NEW VERSION UNLOCK?"