

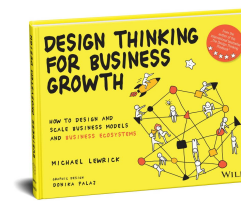
Project:
Team:
Version & Date:

I LIKE, I WISH, I WONDER



Quick guide: We need feedback across all design phases. It is designed to improve prototypes, MVPs, MVEs and business models. The tool "I like, I wish, I wonder" is also particularly suitable for sensitive projects. Maintaining a positive mood creates a partnership between the feedback giver and receiver. Feedback should be understood by the feedback receiver as a gift.

More tips & tricks for this template on book page: 292



Lewrick, M.
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PROTOTYPE / TEAM <small>(The individual lines can be used as a comparison between individual teams or individual prototypes)</small>	GET FEEDBACK		MORE IDEAS	
	1 I LIKE ... <small>What was good?</small>	2 I WISH ... <small>What could be improved?</small>	3 I WONDER ... <small>What else could be done?</small>	4 WHAT IF ... <small>What are the other possibilities?</small>
Team / Prototyp / MVP / MVE <small>Name of the team or prototype? What is feedback being solicited on?</small> 				
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