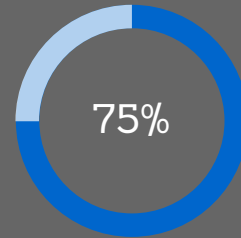


THINK OUTSIDE THE SQUARE



1

Audience

What do you know about the audience?

2

Highlight

Review information and highlight key points that apply to your audience.

3

Sketch

What does the information look like visually? Sketch it out.

4

Play

Decide which tool you want to use and play around with those tools.

5

Review

Have a person not connected to the project review it.