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.

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